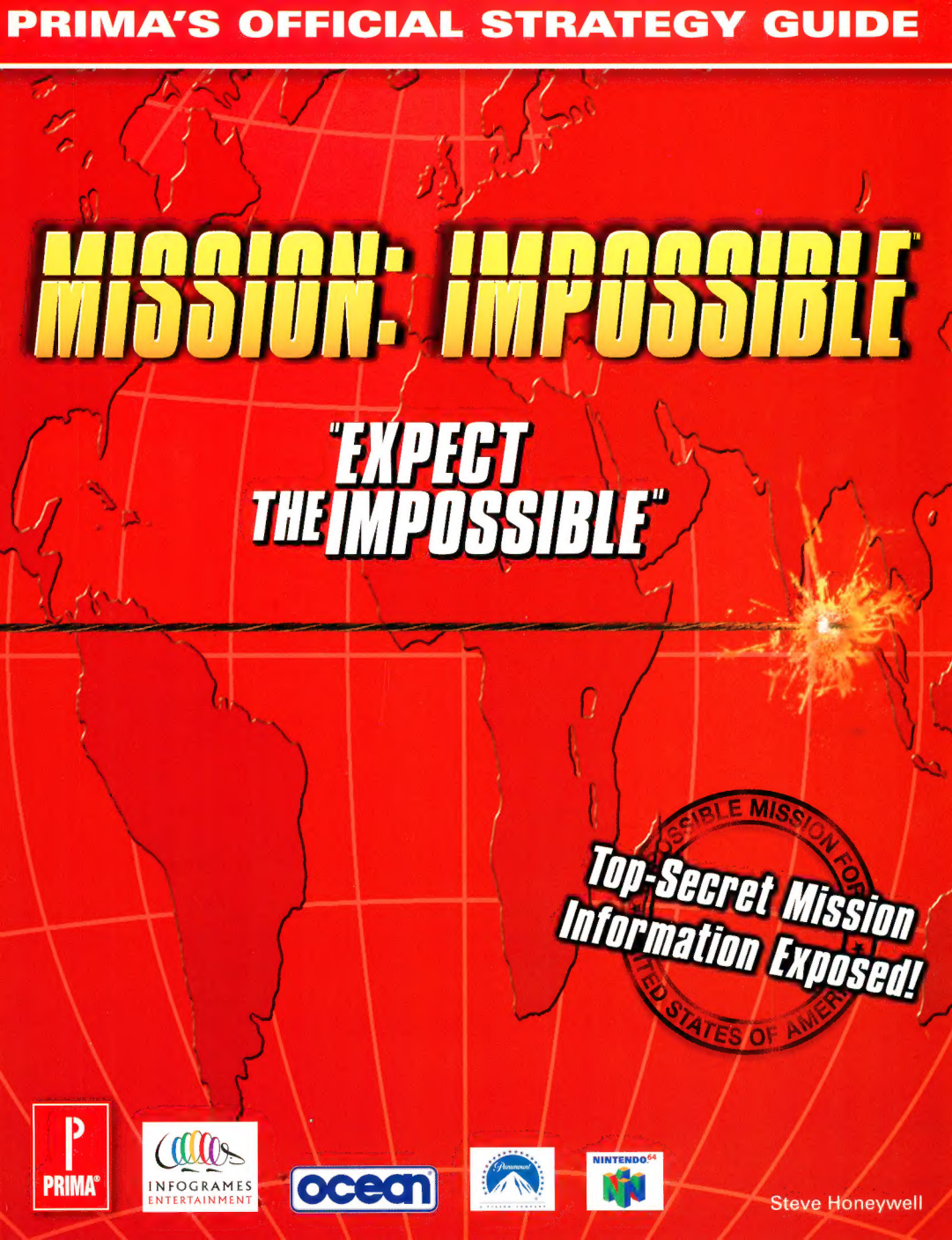
PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION: IMPOSSIBLE™

"EXPECT THE IMPOSSIBLE"



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Steve Honeywell

MISSION: IMPOSSIBLE®

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Steve Honeywell

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Project Editor: Jennifer Crotteau

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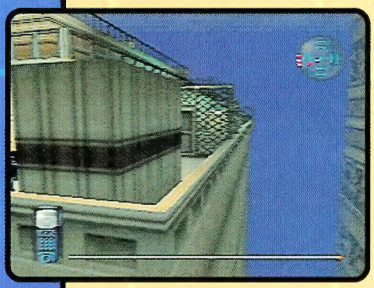
Any book of this nature is a group effort, despite the name on the front cover. All of the following people had a huge hand in putting this book together. My wife, Sue, gets all sorts of credit for managing to figure out my scrawled, hand-drawn maps of each level and turning them into the clean, ordered, and precise diagrams you'll see on the following pages. Tons of kudos also to Jennifer Crotteau at Prima, who managed to turn an otherwise confused jumble of words into intelligent sentences. Stacy DeFoe, also at Prima, who managed to keep this project on track through all obstacles, deserves a bow as well. Finally, Jamie Fike at Infogrames, who offered sound advice on a few of the tougher mission objectives, stand up and be noticed.

AN INTRODUCTION TO THE IMF

THE IMPOSSIBLE MISSION FORCE

There has always been a need to protect the freedoms we enjoy. While the military stands at the ready to defend the nation against enemy attack, not every assault on democracy comes out of the barrel of a gun. The Central Intelligence Agency was created for a variety of reasons, primarily to protect America from concealed enemies. The CIA operates spies in foreign countries, trying to discover the secrets of other nations. The Agency also seeks out foreign spies in America.

Jim Phelps, leader of the IMF, gets another mission.



Central Intelligence Agency headquarters

Even this isn't always enough. Operating behind the scenes at the CIA is the Impossible Mission Force, or IMF. The IMF's job is to tackle the missions that are too difficult, too dangerous, or too crazy for the usual CIA operatives. The IMF operates behind enemy lines much of the time, using stealth, deception, and trickery to accomplish its aims. It is the ultimate secret organization, so secret that many employees of the CIA don't realize that it exists.

The IMF operatives lead an interesting life. Each agent in the IMF is a one-person army who can infiltrate enemy military bases or summit meetings with equal ease. Agents are trained in everything from long-distance surveillance to high-powered computer technology, demolitions, and silent killing techniques. Equally at home in the arctic or the desert, in camouflage or disguised as a senator, IMF agents can handle virtually anything thrown at them. Their ability to complete missions that no one would even contemplate, let alone attempt, has earned them their name. These agents really can accomplish the impossible.

Shooting guards at military installations is only a small fraction of the jobs you'll undertake in the missions ahead.

You are the newest member of the Impossible Mission Force. You will undertake five hazardous and dangerous missions that will take you around the

world. In each mission, you will face death from a number of different sources, including fellow CIA agents. You'll be shot at, gassed, electrocuted, drugged, and punched at. You'll infiltrate enemy bases, the KGB headquarters, and the headquarters of the CIA in Langley, Virginia. You'll need to jump onto moving trucks, destroy entire buildings, and disguise yourself as different people. In short, you'll do everything you thought you would when you signed up to be a deep cover agent and spy. And now it's time to go to work.

HOW TO USE THIS BOOK

Mission: Impossible consists of five different missions, each unique and with its own objectives. Each of the missions is broken down into two or more sub-missions, each designed to get you further along in your ultimate goal. The following pages outline the best way to succeed on each of these five missions on both the Possible and Impossible difficulty levels.

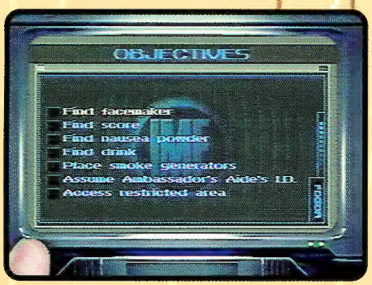
In addition to specific walkthroughs for each mission and sub-mission, this book contains:

- Detailed maps for all but a few missions (for several missions, a map is unnecessary)
- Dossiers on all of the IMF agents on your team
- Information on the weapons and items at your disposal
- General gameplay hints to improve your play through the entire game
- Indications of the differences between the Possible and Impossible difficulty levels

Many of the missions have a random nature —you will rarely see the same game twice. When possible, specific details about the locations of guards and enemies are provided. However, guards move along their appointed routes, and randomness does play a part in many sub-missions.

POSSIBLE VS. IMPOSSIBLE

As you might expect, the Possible mission difficulty level is the easier one. On these missions, ammunition for your weapons will be more plentiful and killing your enemies generally will require fewer shots. Items needed to complete the missions will be more accessible and will be available sooner than on the Impossible level. Also, some missions on the Impossible difficulty level have additional objectives that must be completed for success of the mission. Many times, these objectives also can be met on the Possible difficulty level, but they are optional.



You will be given objectives at the beginning of each mission.

More, harder-to-kill guards are just one of the differences you'll find in the Impossible difficulty level missions.

IMF OPERATIVES AND EQUIPMENT

IMF OPERATIVES

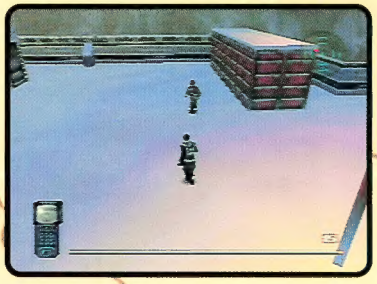
Your team is extremely diverse and highly trained. Each person on the team will use special skills and talents to help you complete the mission objectives. Several of these people, notably Phelps, Clutter, and Candice, will be in contact with you often during a mission. At other times, your life will be entirely in the hands of Luther Stickll, Krieger, and Andrew Dowey. Although you must trust these agents with your life, be alert! One of them may be the mole in the CIA.

Ethan Hunt

This is you, the brightest star in the IMF team lineup. Ethan is the pointman for virtually all of the missions undertaken by the IMF. He's the one in the line of fire most of the time. Although in constant danger, Ethan is more than up to the challenge.

Of all the IMF agents, Ethan has the most varied capabilities and the greatest number of skills. He's a very good shot, experienced at infiltration, and able to assume the identity of different people with the use of the handy Face Maker. This diversity of skills is very important. The five missions ahead of Ethan will require that he use every ounce of training he has received just to survive, let alone to succeed.

You will be under direct control of Ethan's actions for almost the entire game. The first part of the Mole Hunt mission and a brief period of the Ice Storm mission will place Ethan under computer control or no control. Otherwise, his fate is directly in your hands.



IMF agent Ethan Hunt sneaks up on an unwary guard at an enemy military installation.

Jim Phelps

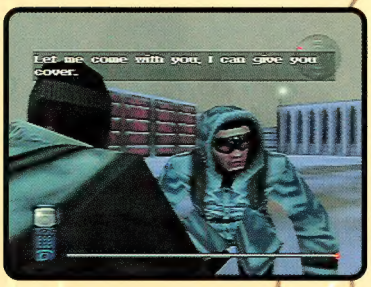
The undisputed leader of the IMF, Jim Phelps is the contact man between the IMF and the CIA. While Phelps is no longer an active field agent, he is always there calling the shots. Of all the agents, he alone has the same broad range of skills possessed by Ethan. He's also possibly the only one who is better at his job than Ethan.

Phelps calls most of the shots for the IMF, deciding which missions to accept and which to reject. He's

also in charge of coordinating all of the efforts of the entire team on each mission. For the first two missions, Ice Hit and Recover NOC List, Phelps will contact you with information about the location of necessary items and personnel. When Phelps spots an objective for you or a piece of material you need to complete the mission, he'll place the location on your scanner for you. In these two missions, pay close attention to what Phelps tells you.

John Clutter

In his spare time, John Clutter is a professional mountain climber. He's the ultimate cold-weather specialist, trained in both radio systems and demolition. Not as capable behind the trigger, Clutter is a master of stealth, able to penetrate even the most heavily defended enemy bases, reach his target objective, and get back out alive.



There are few people you'd rather have covering your back than agent John Clutter.

Clutter will be by your side for both the Ice Hit and Ice Storm missions. He's the one in charge of re-establishing radio contact for Ice Storm. He also plays a major part in the destruction of the sub in Ice Hit and the entire base in Ice Storm. Clutter is exactly the type of agent you want covering your back at all times.

Andrew Dowey

Andrew Dowey is a multi-talented agent, capable and competent. His primary specialty is electronics and alarm systems, where he admits no equal. Dowey is able to sabotage even the most complicated alarm system without alerting any attention. He is also one of the best triggermen in the CIA, able to make even the most difficult shots look easy.

In Ice Hit, Dowey will drive the escape boat for you and Clutter. He plays a much larger part in the Ice Storm mission, where his job is to disconnect the alarms and light systems. Additionally, Dowey demonstrates his skill behind the trigger of a high-powered sniper rifle in the Ice Storm mission. From his perch in the military base, Dowey is responsible for protecting Ethan from a couple of ambushes. There's no one better to have on your team.

Sarah Davies

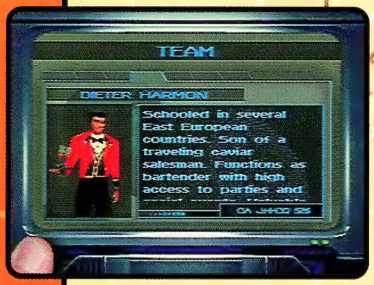
One of the IMF's deep cover agents, Sarah Davies has spent the last four years living in Prague. One of her goals in her IMF role was to infiltrate the high society of the Czech Republic. This has proven useful on a number of occasions, where high-ranking members of the government have let slip important information at various parties and gatherings. She is a fountain of local information.

Sarah's contacts allow Ethan to attend the embassy party at the beginning of the mission

to recover the CIA NOC list. Sarah also holds the Face Maker that Ethan will need on this mission, although getting it from her might be difficult.

Dieter Harmon

Similar to Sarah Davies, Dieter Harmon is a deep cover agent in the Czech Republic. As a bartender and waiter, he has been present at some of the fanciest gatherings in the country. He is also often privy to information that inebriated government officials might let slip after a few too many cocktails.


TEAM
DIETER HARMON
Schooled in several East European countries. Son of a traveling caviar salesman. Functions as bartender with high access to parties and

Dieter Harmon's secondary occupation as a bartender has gotten him into some of the best parties in Prague. Naturally, he's also privy to a lot of valuable information.

Dieter is tending bar at the embassy party in the Recover NOC List mission. He'll have some important information about the Ambassador's Aide, who Ethan will need to neutralize at some point. Dieter provides the drink and nausea potion that Ethan needs to steal the Aide's identity.

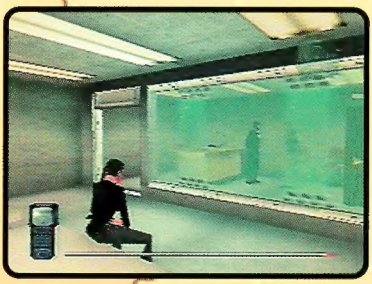
Robert Barnes

If Ethan Hunt has a double in the IMF, it's Robert Barnes. Barnes is highly trained and highly motivated. He's accomplished missions that even the most daring operative wouldn't even want to think about. Barnes' loyalty is unquestionable and his track record is perfect. The fact that he is currently missing in action is discouraging.

Barnes was sent to rescue IMF computer expert Candice Parker and throw the blame on a former KGB operative, Golytsine. All contact with Barnes has been lost, however, and it is assumed that he has been captured or killed by the KGB. You need to find Barnes during the Recover NOC List mission so that he can pass on valuable information.

Candice Parker

Candice Parker is not an active agent in the sense that she usually isn't involved in the front lines. She supports the agents in the line of fire. She is a crack cryptologist, able to break even the trickiest codes. Her abilities at deciphering complicated computer security systems are second to none in the IMF or the CIA. She is currently missing in action and is presumed captured with half of the non-official cover agent (NOC) list for Eastern Europe. She is assumed to be held in the KGB headquarters behind the embassy in Prague.



Candice languishes in the KGB cell. Only you will be able to break her out.

Rescuing Candice and recovering the NOC list is the main objective of the second mission. Out of gratitude, Candice sticks with Ethan through the rest of the game. She will handle the communications aspects of the final three missions, taking the role of Jim Phelps for the last part of the game. Candice is reliable and able to handle herself in most situations. She is not an ex-

perienced field agent, however, and will need to be protected at all times. She is too valuable to remain in the hands of the KGB.

Jack Kiefer

Kiefer has an interesting specialty. Many times, he doesn't know the actual details of a particular mission. His job is simply to arrange the escape route. There's no one better at this job in the CIA or the IMF. Kiefer always plans ahead and arranges getaways that fool even the experts. His timing is perfect and his organizational skills, coordinating the escape of several individuals from dangerous situations, are outstanding.

Kiefer comes into play at the end of the Recover NOC List mission. His job is to get you and Candice Parker out of the embassy quickly and safely. You can count on Jack to handle his end of the deal, even if he doesn't know why you are being pursued.

Krieger

Krieger is a former CIA operative with an impressive list of skills. However, he was disavowed some time ago for a number of reasons. He is completely unpredictable and therefore unreliable in a dangerous situation. He also has a history of abusive and hostile behavior that borders on sociopathic behavior. Krieger also is a dangerous man because of his skill behind the trigger of a high-powered weapon.

Krieger will be one of the two agents covering Ethan as he hunts for Max in the London train station during the Mole Hunt. Although Krieger isn't trustworthy, Ethan has no choice but to bring him on the team.

Luther StickII

Like Krieger, Luther StickII has been disavowed by the CIA. Unlike Krieger, the accusations against StickII have never been proven. Because Luther was suspected of bypassing internal security regulations, he was kicked out of the Agency. Despite his shady past, Luther is extremely trustworthy. He has almost no equals at computer espionage, and he's also handy behind the barrel of a rifle.

Although Luther StickII has been disavowed by the CIA, you will need to put your trust in him.

Like Krieger, Ethan must use Luther's services in the Mole Hunt mission, because Ethan can contact only disavowed agents. Ethan trusts Luther—a good thing, since Ethan's life is in Luther's hands for a good portion of the first section of the Mole Hunt mission.

EQUIPMENT

While Ethan and the other IMF operatives have been trained in hand-to-hand combat, most of their missions require some high-powered

weaponry and explosives. Additionally, many of the missions attempted by the IMF could not be accomplished without an inventory of intricate, expensive, and highly technical material. You will rely on the gear you get from IMF headquarters and whatever you can find during your missions.

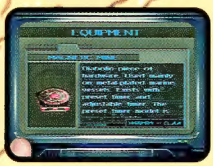
Weapons

Many of the missions you undertake involve killing the enemy and you will have a weapon most of the time. Some of the weapons you use will be lethal, and some will only knock out the person you hit. Explosives play a major part in many of the missions, as you will need to demolish a number of structures.

7.65 Silenced

The ultimate stealth weapon for the undercover operative, this high-powered pistol can drop an enemy with a single shot if aimed carefully. The main benefit to this weapon is the attached silencer, which makes firing almost completely silent. A skillful agent can take out a guard without others nearby knowing what happened. You'll have this handy gun on a number of missions, primarily the Ice Hit and Ice Storm missions. Use it carefully and wisely, because you will have limited ammunition.

The ultimate silent killing machine, the 7.65 silenced pistol is capable of killing enemy agents and guards quickly, and more important, quietly.



Magnetic Mine/Mine

Mines are a useful way to demolish unwanted items, like buildings and ships. Both types of these items will prove invaluable for completing the Ice Hit and Ice Storm missions. Although Ethan is able to properly set and place a mine, John Clutter is the real expert. In all but one situation, it is Clutter's task to use the mines properly. A single mine can extensively damage the surrounding area, so don't stick around for too long after a mine has been activated.

Blow Pipe

A primitive weapon, the blow pipe contains a single dart that will knock the target unconscious. It is almost completely silent—even quieter than the 7.65 silenced pistol. But it has significant drawbacks. The main problem with the blow pipe is that you can take only one shot. Once used, it's just useless tubing. The other problem is that you must use it on the right target. Although the blowpipe can be useful in the Recover NOC List mission, a mission could be successfully completed without using this weapon

9mm Pistol

Another useful weapon, the 9mm pistol will be an almost constant companion throughout all five missions in *Mission: Impossible*. It is quick, accurate, and deadly. In the hands of a well-trained agent, a single shot can drop virtually any opponent. Additionally, since many of the enemies you face throughout the game use the same weapon, ammunition for it will be plentiful. The only major drawback to this weapon is that it is loud, and using it indiscriminately will cause mobs of hostile guards and enemy agents to swarm into your area. Still, when you need to kill from a distance, an accurate weapon with plenty of ammunition is hard to complain about. You will find and use this weapon at some time in every mission, although in the CIA Escape mission, you'll need to discover a way to use the pistol without ammunition.

Dartgun

This extremely useful device will prove to be your weapon of choice in many situations through the Recover NOC List and CIA Escape missions. Although similar in many ways to the blow pipe, the dartgun has a number of advantages. First, you will frequently find a lot of ammunition and you can fire off multiple shots at your enemies. Another big advantage is that the dartgun is completely silent, allowing you to strike without being seen or caught. The final major advantage—that also makes it so useful—is that regardless of where the dart strikes an enemy, a successful hit will completely incapacitate the individual it hits. In the hands of a skilled agent, 20 shots with this weapon can mean 20 "kills."

The dartgun allows you to knock its victims unconscious. This is useful for getting through dangerous areas without a high body count.

Explosive Gum

This handy stick of gum is best left unchewed. Half green and half red, the two parts of the explosive are completely safe until the two halves are squeezed together. When this happens, get away from the blast radius, because you have only five seconds before detonation. When the gum explodes, it will destroy the surrounding area. You will encounter this useful product several times in your missions, primarily in the CIA Escape. Having a piece of this gum will double your pleasure when attempting to rescue Candice Parker and recover the NOC list. Your supply will always be limited, so use it sparingly.

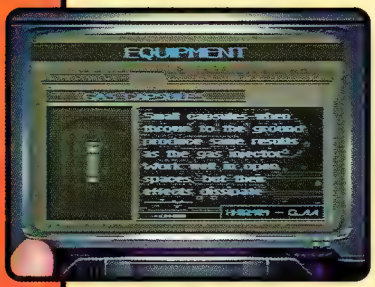
Electro Stunner

This neat gadget offers a handy way to disable enemies from close range. Pressing the

trigger releases a powerful jolt of electricity that will stun and knock out whomever it hits. The major drawback to this weapon is that you must be extremely close to use it effectively. Trying to shock some sense into a guard who is more than a few feet away will do nothing but waste a charge and leave you open to attack. Having an electro stunner in your back pocket can get you out of more than one sticky situation during the CIA Escape mission.

Gas Capsules

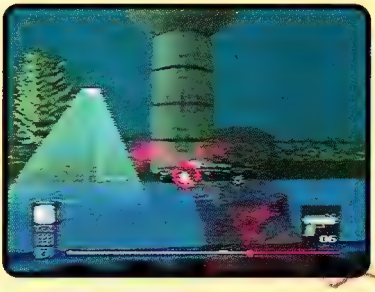
Not a weapon in the classic sense, the gas capsules come into play in the middle of the Mole Hunt mission. These containers can release a non-toxic gas that completely immobilizes and knocks out anyone in the immediate area. The only problem with the capsule is that if the user stands too close to the released gas, the gas has the same affect on the user as on the victim. Still, for knocking out everyone (or even one person) in a small room, there's no better tool.



The gas capsules will incapacitate anyone in a very small area. Be careful not to fall victim to them yourself!

Rocket Launcher

The name of this weapon says it all. Nothing you get your hands on, save the massive explosive charges, will deal more damage than the rocket launcher. The obvious benefit to this weapon is that it can be used at a tremendous range. One hit from the launcher will take out a car or helicopter, and that's exactly what you will be using it for during your while on the train roof in the Mole Hunt mission. Keep in mind, however, that unlike the 7.65 silenced pistol and the 9mm pistol, the rocket launcher is not a fast-shot weapon. Each time you pull the trigger, you will have to wait a couple of seconds before the next rocket is loaded and ready to fire. Because of the delay between firing and the scarcity of ammunition, you need to make every shot count.



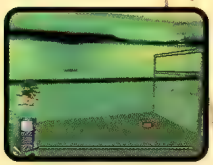
The rocket launcher in action!

Uzi

Another effective weapon, the Uzi is one of the most deadly of the normal hand-held weapons you will encounter, except for the rocket launcher. Holding a good deal of ammunition and capable of a high rate of fire, the Uzi can whittle through even the toughest opponent in nothing flat. It's easy to waste ammunition with this weapon, though, because pulling the trigger often releases a hail of bullets rather than a single, focused shot. Still, when confronted by a number of enemy guards in the Ice Storm mission, you will be happy to have this in your arsenal. Note that it is entirely possible to complete *Mission: Impossible* without ever using or even seeing the Uzi.

Gas Injector

This is the big brother to the gas capsules used in the Mole Hunt mission. Rather than knocking out a single person or a small area, like the gas capsules, the gas injector is capable of flooring everyone in a large room. It's fast acting and effective, and it dissipates quickly, allowing the user to investigate the area they've just gassed. You will need this item to complete the first part of the Ice Storm mission, or you will face a deadly firing squad. The gas injector literally can save your life.

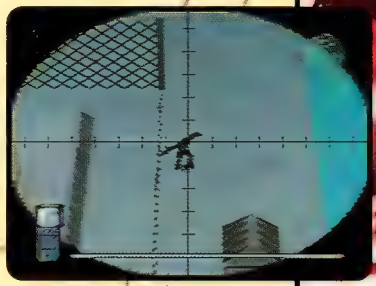


Explosives

Exactly what the name implies. Dynamite, gelignite, whatever the explosives may be, even a small amount can create massive destruction. Nothing comes in handier for disrupting the working functions of a military base than the liberal use of power explosives set in the right place. You will have explosives in your inventory for the majority of the Ice Storm mission. Planting and detonating the charges you place often will be one of your top priorities.

Sniper Rifle

The sniper rifle is precisely what it sounds like. This high-powered weapon is extremely accurate, and the scope attachment allows even the novice to get a close-in view of the surrounding area. A single shot from this weapon will kill the target, making it fast and effective for clearing out large areas of enemies. This is the one weapon in the game that Ethan Hunt will not touch personally. However, during the London train station portion of the Mole Hunt mission and the mainland section of Ice Storm, this weapon in the capable hands of other IMF agents will be the only thing between Ethan and a six-foot hole in the ground.



The high-powered sniper rifle allows for accurate death-dealing from a safe distance.

Plastic Explosives

The baby brother of the explosives used to demolish buildings and power plants, the plastic explosives charge is just large enough to take out a small power panel. The nice thing about plastic explosives is that you can put them virtually anywhere and know that they will stick. They also don't require any special talent or even a detonator. Once in place, plastic explosives can be detonated by a single shot.

IMF Special Items

Spies are known for the cool toys they can use during their missions. The IMF specializes in creating unique and interesting toys for use by its agents. Many of these items are high-tech in the extreme. To the non-initiated user, they seem like the product of science fiction. Fiction or not, these devices will allow you to get into high-security areas, disable electronic equipment, steal identities and fingerprints, and keep in constant communication with your team leader at all times.

Communicator

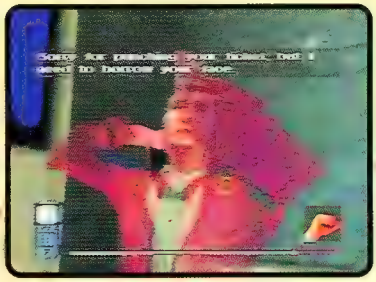
You will always have this device on hand. A more sophisticated version of the simple walkie-talkie, the communicator allows you to stay in touch with whoever is calling the shots for every mission you undertake. You will receive continuous updates on your mission objectives. The communicator also will inform you of additional objectives and problems that may arise.

Field Scanner

Another "must-have" device, the field scanner acts as a portable radar station. It looks like a simple wristwatch, but it is much more powerful. With this item, you can keep track of the locations of your various objectives on any given mission. Generally, items you need to find are shown on the scanner in red, friendly IMF agents are shown in green, and locations you must either reach or destroy are shown in white. The actual range of the scanner is longer than the field is able to display. Objectives outside the range of the view of the scanner are shown as being the furthest possible distance away in a given direction. Thanks to this device, you should very rarely get lost.

Face Maker

One of the most interesting and useful IMF tools is the Face Maker. With this implement, you can steal the identity of anyone you come across. Not only will you duplicate the person's facial appearance, you also will take on the appearance of their clothing to the smallest detail, including military decorations. Obviously, this is a powerful espionage device, as it allows the user to walk boldly through security checkpoints that would be impossible to sneak through otherwise. The Face Maker does have a few limitations. It doesn't work very well in cold weather and its effects wear off in time. Most importantly, you must be close to the victim for the Face Maker to steal their identity. It's usually a good idea to incapacitate the victim in some way before using this device. You will use the Face Maker at least once during each mission.



The Face Maker goes to work, concealing Ethan's identity and disguising him as a harmless train conductor.

Smoke Generator

Smoke generators do exactly as the name suggests—they produce smoke. This gives you an advantage on a number of occasions. For instance, smoke can be used to cover an exit or an entrance to a highly guarded area. Another classic use of the smoke generator is to create the appearance of a fire, allowing IMF agents to escape in the confusion. You'll attempt this use of the smoke generator during the second mission. The smoke

generators will be used to cover your escape from the embassy once you've retrieved the NOC list.

Nausea Powder

Mix this powder with food or drink, and it will cause almost instant sickness when swallowed. While this is lots of laughs for the IMF agent who doubles as a practical joker, it has other uses as well. Primarily, nausea powder causes someone to spend a lot of time in the restroom, keeping them out of the way. You will use the nausea powder to help you steal the identity of the Ambassador's Aide in the Recover NOC List mission. Additionally, Candice will slip some of the powder to the computer terminal operator, allowing you to infiltrate the central computer vault in the CIA Escape mission.

The Ambassador's Aide starts to feel the effects of the nausea powder.

Video Freezer

A compact and complicated electronic device, the video freezer allows you to block video surveillance cameras from transmitting. This tool is useful to sneak around heavily guarded areas and to prevent additional enemies from entering the area. However, the fact that video transmissions have suddenly been cut often is cause for alarm among the enemy ranks. You will need this device to completely infiltrate the KGB headquarters when you are trying to rescue Candice Parker in the Recover NOC List mission.

Finger Scanner

Another "science fiction" toy, the finger scanner is sort of a miniature version of the Face Maker. The scanner allows you to steal the fingerprints of your victim. This tool can be used to plant evidence in order to point blame at a particular person for a crime. You also can steal fingerprints in order to access restricted areas that require fingerprint scans to enter. This is how you will use the device, as you attempt to escape from the interrogation area of the CIA headquarters in your third mission.

EMS

EMS is an abbreviation for electromagnetic scrambler. Extremely high tech, this compact piece of electronic brilliance will completely disrupt radio beacons and contact. This tool can be used to knock out enemy communications in a wide area. It also can be used to prevent aircraft from landing or taking off, since it disables all radio communication between the aircraft and the flight tower. You will need to use an EMS device to detain a helicopter during your CIA Escape mission. You also will

need to destroy the EMS so that the helicopter can take off again, since it's your final ticket out of Langley, Virginia.

Deflector

One of the most common forms of high-tech defensive barricade is laser fencing. Laser fences are virtually invisible without specialized equipment, and are extremely painful when encountered. The fences also are very difficult to bypass, since the laser can't be cut with a handy pair of wire cutters. The easiest way through laser fencing is using a deflector, a long, thin, telescoping mirror. When placed under a laser fence and extended, the mirrors on the deflector reflect the laser beams back to their source, making it appear that there is still a solid beam as far as the sensor are concerned. The agent, in this case you, during the CIA Escape mission, can slip through the barrier without triggering the alarm or getting any nasty laser burns.

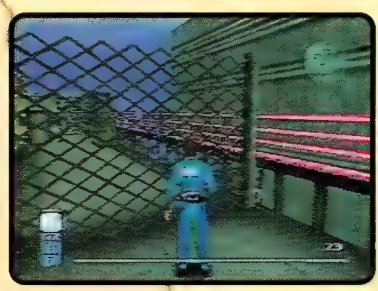
Miniature Camera

This is a triumph of modern technology. A complete video camera with complete recording capabilities has been placed inside a small frame roughly the size of a cellular phone. The miniature camera can be placed in hard-to-reach locations to film important or incriminating events. It can be concealed easily as well, allowing the agent to film events without drawing the suspicion of anyone in the area. You will need this device to acquire the access code to the rooftop of the CIA building during the CIA Escape mission.

The miniature camera allows you do learn secret passcodes without drawing suspicion from surrounding enemies.

IR Contact Lenses

Laser fencing, as mentioned earlier, is almost invisible without specialized equipment. Contact lenses allow you to spot those nasty laser fences. Wearing the lenses allow IMF agents to see infra-red light, namely lasers, without otherwise obscuring vision. When you wear the lenses, you will know where to avoid the laser barriers. Without the lenses, your next step might be right into a very painful jolt. You will need the contact lenses for both of your trips along the CIA roof, when you head to the terminal room and when you head to your escape helicopter.



Without the IR contact lenses in place, you won't be able to see these laser barricades, and a misstep will prove extremely painful.

Pass Card

This is a makeshift device created for you by Candice during your CIA Escape mission. When used, it will allow you to access the CIA mainframe in the terminal room. The card will be used only once, but without swiping it through the magnetic card reader just inside the door of the terminal room, you won't have access to the NOC list. Candice takes a tremendous risk by creating this device for you, but it's needed for you to clear your name.

Computer Disk/ Virus Disk

These two computer disks will accompany you to the CIA terminal room as you make your descent toward the computer. Once you have used the pass card Candice has given you, you will be able to download the NOC list onto the computer disk. When you have downloaded the NOC list, you can use the virus disk to disable the defenses in the CIA building, namely the lasers that guard the ceiling of the terminal room. Then you can get out easily and quickly, without needing to navigate your way past the laser barriers again.

Winch Controller

This device should look familiar to you, although it never actually appears in your inventory. This compact and well-designed device is based on the Nintendo64 game controller. The various buttons and controls allow you to control your height as you descend in the terminal room. You can also use the buttons to change your camera angle, giving you a better view of the lasers that crisscross the room. You will use this device to swing around, rotating through the lasers, and to swing yourself back and forth to access the magnetic card reader and the computer terminal. Mastering this device is essential to completing the CIA Escape mission.

Recognize this device? You will use it to control your body as you descend from the high ceiling of the terminal room.

Detonator

The old-style plunger detonator required that explosives be directly wired in to the device itself to detonate. This radio-controlled detonator allows you to choose

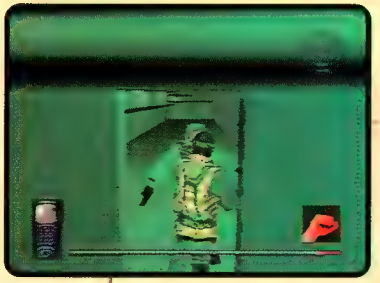
when and from what location to create destruction. Detonating without any wires affords you the freedom to plant explosives and leave quickly. The absence of wires also makes the explosives much more difficult to detect. Just make sure that you put some distance between you and the bomb before you activate the detonator. You will use this device several times in the Ice Storm mission.

IMF Scan

IMF technicians are extremely proud of this achievement. When this electronic marvel is placed near an emitting device, it makes all IMF communications in the area undetectable. This allows you to stay in contact with your team regardless of the security level of the installation you are infiltrating. You will need to locate this device during the Ice Storm mission so that you can stay in contact with the other members of your team.

Night Glasses

Night glasses allow for maximum visibility in minimum light situations. Any light in otherwise darkened areas is magnified, giving the wearer the sense of almost daylight conditions. The glasses tend to make everything look greenish, but green is better than pitch black any day. You must find a pair of these night glasses during the initial segment of the Ice Storm mission, or you will be completely in the dark, literally, during your run through the tunnel back to the mainland.



The night glasses make everything look green. But without them, darkened areas—like the tunnel at the military installation—would look pitch black.

ICE HIT

YOUR MISSION

Since Ice Hit has only two sections, it serves as an excellent introduction to *Mission: Impossible*.

With a dozen missiles, someone can create a huge incident in the Gulf. You must stop this sale of weapons.

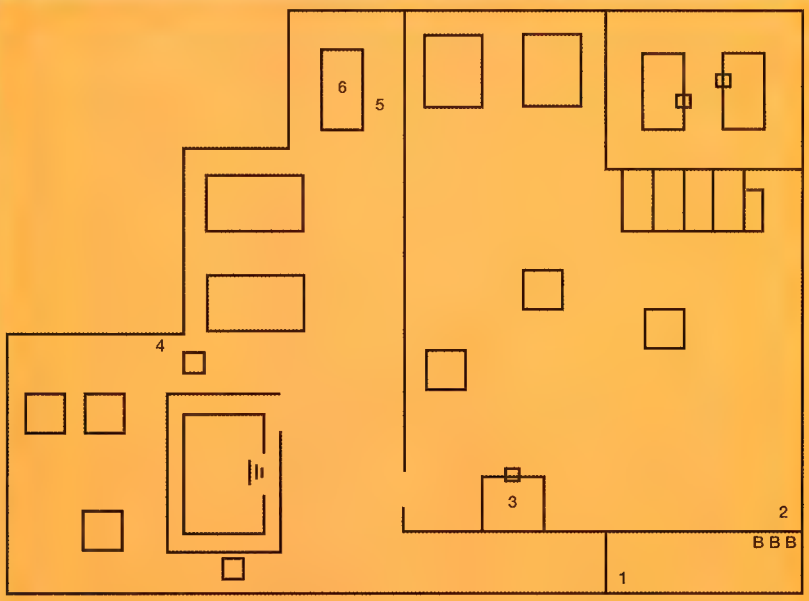
An international weapons dealer has set up at an abandoned WWII submarine base. He's planning to create some trouble in the Gulf by selling a dozen missiles to an enemy nation. The mission is to destroy the sub he's using to transport the missiles. Naturally, you will be guided along this mission by Jim Phelps, your IMF team leader. Accompanying you on the mission will be John Clutter and Andrew Dowey. Clutter is a demolitions man, one of the best in the world at sabotage. Dowey will be the point man for the escape on this mission—if he gets caught, you won't have a ride home.

You will be armed with your communicator, which will allow Phelps to give you information as the mission progresses. Your field scanner will help you locate the different important items in each part of your mission. You will also receive the standard IMF issue 7.65 silenced pistol. Finally, you will be equipped with a Face Maker. Although this handy device will allow you to take on the identity of anyone, stealing the identity of a powerful person is highly recommended.

The Ice Hit mission falls into two distinct parts. First, you must discover a way into the subpen. Second, you must locate the magnetic mines that you will use to sabotage the submarine, plant the mines, and get out with your skin intact. Ice Hit is a quick mission that serves as an excellent introduction to the action ahead. There aren't many objectives in each of the two parts to this mission, and there are only a few surprises. Enemy resistance is pretty light on this mission as well, which makes it easier to learn the game controls and allows a mistake or two without having to start over.

Lundkwist Base

The Lundkwist Base section of Ice Hit is quick and you have a couple of simple and fairly easy objectives. In short, you must infiltrate the base, find someone of importance who can be eliminated quietly and whose identity you can assume, find a reason to send someone over to the subpen, and then hitch a ride there for you and Clutter. You need to move rapidly at first, but once you've entered the base and found someone whose identity you can assume, you can take your time and plan out



1. You start here.
2. Use the boxes to climb over the fence to gain entrance to the base.
3. Shoot the man here and use the Face Maker to steal his identity.
4. In Impossible difficulty, you must short circuit the panel here to complete the mission.
5. Give the note to the guard here to get him to start the truck.
6. Jump on the truck once the guard starts it to reach the subpen.

your moves. Lundkwist Base should take only a couple of minutes to complete.

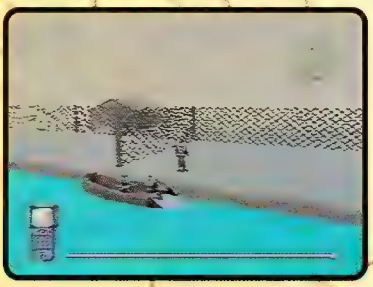
Possible

Your mission, should you decide to accept it, is:

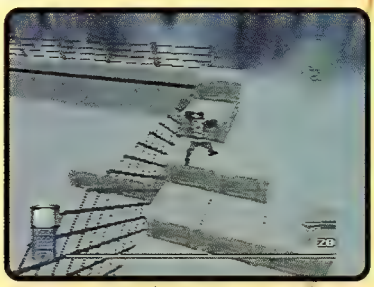
- Change identity
- Find excuse for errand
- Get to subpen with Clutter

Your boat will drop you off at one of the entrances to the base. Dowey and Clutter will continue on in the boat, and Clutter will jump off at a different point to join you inside. Dowey won't play into the mission until the very end of the next section, where you make your escape.

As soon as you jump on shore, you will get a message from Phelps. He tells you that he's found a small building inside the base with someone in it. He recommends you check it out. It's a good idea to get used to



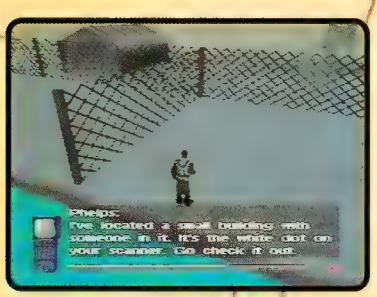
You will start the mission in this position.



You'll need to jump on these crates to enter the base.

doing as Phelps suggests; he is almost always correct. In this case, the building he's asking you to investigate is easy to find—— it's the one you can see from where you are standing, just to your left on the inside of the fence.

CAUTION YOU MUST BE FAST! ONCE YOU TOUCH GROUND, YOU HAVE ONLY ABOUT 30 SECONDS TO REACH THE SMALL BUILDING BEFORE YOUR TARGET RUNS OFF. YOU MUST AT LEAST CATCH HIM AT THE DOORWAY TO HAVE ANY CHANCE OF SUCCESS. ONCE HE'S DOWN, PUT THE GUN AWAY.



The building you are looking for is the one shown here through the fence at the left side of the picture. The crates are over to the right.

First, of course, you need to get into the base. A series of crates is to your right. Jump on them and leap to the top to be able to hop over the fence. When you touch the ground, head to your left toward the small building. You need to be quick, or your target will find what he is looking for inside the building and run out, leaving you without an errand and no one around worthy of the Face Maker.

The door into the building faces the road inside the camp. Open it and go in. You will confront an imposing man who asks what you are doing. When you can't come up with a good enough excuse, he threatens to call the guards. You will have a couple of seconds to react, so aim quickly and fire. If you happen to be standing in the doorway or just outside the building, you will automatically drag him inside. Fortunately, your gun is silenced, so none of the guards hear the shot.

If you move quickly, you can drop this man and steal his identity inside the building. As long as you intercept him, you'll be okay.

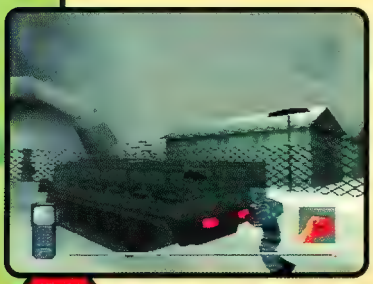
Inside the building, stand over the man you've just killed and use the Face Maker. You will assume not only his facial appearance but also his uniform, making you a perfect duplicate of him. Put your gun away, so that only your hands are equipped. It's not a good idea to run around in a military base with a pistol drawn. Grab the envelope off the desk. It is on the right side as you stand behind the desk. Once you have the envelope, you've fulfilled two of the three requirements for this mission. Now all you need is a ride for you and Clutter to the subpen.

Grab this paper; you'll need it later.

Leave the small building and turn left. Walk forward through the gate and past the guard. While you can talk to him if you wish, he doesn't say anything that will help you later. Once through the gate, turn to the right and walk forward again. A guard is patrolling around a vehicle here. If you walk all the way to the next gate, the guard there will tell you that despite your rank, he is authorized to let only vehicles through the gate. So, you need to find a way to get the truck to head through the gate and to the subpen.

The solution is the envelope you grabbed back in the small building. Walk over to the guard patrolling around the vehicle and offer him the envelope when he is standing near you. Since you are of a superior rank in your disguise, he will hop to your command and start up the truck. Once the truck starts running, walk behind it and jump on. By this time, Clutter will have hopped the wall into the base and will be crouching nearby. Once you jump onto the back of the truck, Clutter will leave his position and join you. The gates will open and the truck, you, and Clutter will head into the next part of Ice Hit.

Catch a ride to the subpen.



While you wait on the truck, Clutter comes out of hiding to join you.

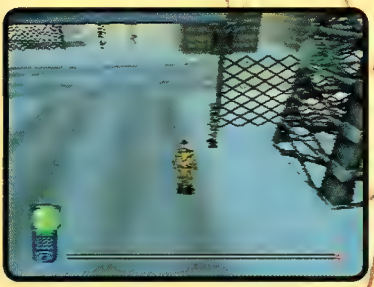
Impossible

Your mission, should you decide to accept it, is:

- Change identity
- Find excuse for errand
- Destroy electric power panel
- Get to subpen with Clutter

There is only one major difference between the Possible and Impossible versions of this part of Ice Hit. In addition to the three objectives in the Possible version, you have the added task of destroying an electric power panel before you hitch your ride. This added

objective must be timed carefully to pull it off. You need to destroy the panel using your pistol, and you must avoid being spotted by one of the guards. A smaller, although important, difference is that you begin the mission with five fewer shots in your 7.65 pistol. You will need to conserve your shots carefully. Fortunately, you will not need the pistol very often.



Move quickly to reach the electrical panel.

The electrical panel needs to be destroyed with six well-placed and quick shots. If a guard spots this act of sabotage, you won't be able to finish the mission.

CAUTION EVEN THOUGH YOU NEED TO USE THE GUN ON THE POWER PANEL, PUT IT AWAY BEFORE YOU LEAVE THE SMALL BUILDING. IF YOU ARE HOLDING IT, YOU WILL BE SPOTTED BY THE GUARDS AND ATTACKED, AND THE MISSION WILL BE A FAILURE.

Go through the first part of the mission the exact same way, assuming the identity of the man in the small building and grabbing the envelope. This time, however, you will have a slightly different path once you leave the building. Just like the Possible mission, head through the gate to the left of the small building. This time, continue walking forward to the small guard post on the far side of the road. Behind this guard post, on the wall to your right, is the electric power panel.

Walk over to the panel and stand in front of it, but don't draw your gun. You do not want to raise any suspicion. Turn right so that you are looking directly at the guard post. A guard is stationed here, and he is walking a patrol in the area. Wait for him to come around the structures ahead of you and back to the guard post. He'll stop here for a few seconds and will then continue his rounds. Wait until he walks toward you and heads down the path behind the large buildings. Give him a few more seconds to get out of earshot, then turn around and look at the panel. Draw your gun. It will take three shots into both sides of the panel to destroy it. Once you've taken out both the red and the green sides of the panel, put your gun away and walk calmly over to the guard stationed at the truck. Since you've destroyed the power panel without anyone knowing, you are safe for now. Just like in the Possible mission, the guard will start up the truck and you and Clutter can ride over to the subpen. With any luck, you will still have eight shots in the 7.65 pistol, which should be enough to get you through the next section.

Subpen

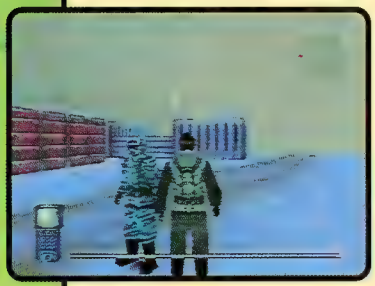
This part of Ice Hit is much more complicated than the short Lundkwist Base section. Here, you must actually sabotage the submarine itself to prevent the sale of the missiles. Again, Phelps will call the shots. You will lead the assault team. You must locate a magnetic mine somewhere in the base and hand this off to John Clutter. Clutter, as the demolitions expert, will handle the actual destruction of the sub. Once the charge is placed, you and Clutter will regroup with Andrew Dowey and leave.

You'll start at this position in the beginning of the mission.

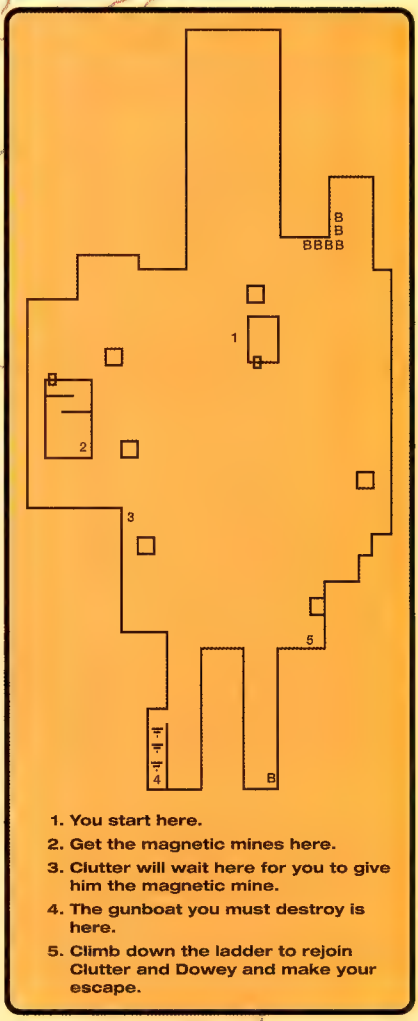
Possible

Your mission, should you decide to accept it, is:

- Find magnetic mines
- Give mine to Clutter
- Join Dowey for getaway



Team up with Clutter at the start of the mission.



1. You start here.
2. Get the magnetic mines here.
3. Clutter will wait here for you to give him the magnetic mine.
4. The gunboat you must destroy is here.
5. Climb down the ladder to rejoin Clutter and Dowey and make your escape.

You and Clutter have managed to make it through the tunnel over to the subpen. As you drop off the truck to finish up the mission, you and Clutter have a quick conference to decide what happens next. As you are talking, your Face Maker mask falls apart, leaving you completely without cover. Clutter offers to go with you to provide cover while you hunt for the mines, but you tell him to carry on with the original plan.

Turn around once the conversation is over. Clutter will run off to find a place to hide, and you will get a message from Phelps. The mines are in a large building

somewhere in the base. This building is directly behind you when you are talking to Clutter. Move forward past the crates. A large gray building is on your left toward the edge of the base. As you approach it, you probably can see the entrance. You may need to drop a guard or two as you approach the building, but it shouldn't be too much trouble. Get to that door and go in.

The magnetic mines are on the left side of this shelf in the storage area.

Only one path is inside the building, so run down the corridors until you reach the storage room at the end. There's quite a bit of material to look over here. The mines you are looking for are on the far end of the shelf to the left as you enter the room. Grab these. Phelps will tell you to locate Clutter back in the main base. Clutter will be represented on your scanner as a green dot. Head back down the corridors and out of the building.

TIP IF AT ANY TIME IN THIS PART OF ICE HIT YOU ARE ATTACKED BY A LOT OF GUARDS, RUN. USE THE LARGE CRATES AS COVER AND SNIPE AT YOUR ENEMIES FROM AROUND THE CORNERS. WHILE THIS TAKES LONGER, IT IS SAFER THAN SIMPLY STANDING AND GETTING SHOT.

There's a good chance that a few more guards will be here. Drop them quickly—one almost always will

Move quickly to drop the guards.

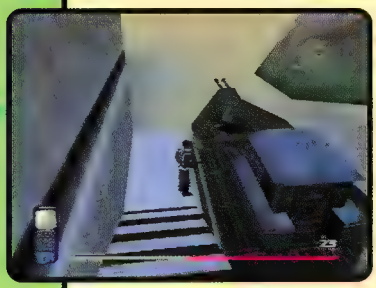
leave behind a pistol. Grab it. Head to the right from the door and turn around the corner. Clutter is hiding behind some crates ahead and slightly left of where you are facing. Move cautiously to attract as little attention as possible. Even going slowly and using crates for protection, you will almost certainly have to deal with a couple more guards.

There's Clutter up ahead. Get to him quickly and give him one of the mines you grabbed earlier.

Once you reach Clutter, give him a mine. He'll set off to do his part of the job, and Phelps will contact you again. There's a slight hitch in the original plan. It seems that the base has a patrol boat that will make short work of the raft you will be escaping in, so you must plant the second mine you found on this boat before you leave. The boat is located straight ahead of your current position. After a couple of seconds, Phelps will confirm this by placing a white dot on your scanner at the boat's location.

You'll need to find this boat if you want to escape.

Head for the boat now. A single guard is patrolling the area, but he shouldn't prove to be that much trouble for you. Run down the stairs to the patrol boat and stand next to it. Activate your inventory and select the mine to place it on the boat.



The patrol boat must be destroyed if you are to have any chance of making it out of this mission alive.

Now all you need to do is get out. Run back up the stairs. The location of your escape craft is shown on your scanner as a green dot. Move forward once you get to the top of the stairs until you can turn to the right. You'll be running right in front of the sub Clutter has just sabotaged. Keep running forward until you spot the ladder leading down. Use the ladder and you'll climb right into the escape boat. With all of your objectives complete, you, Clutter, and Dowey will ride off, leaving the shattered remains of both the submarine and the patrol boat behind you.

The escape boat is your ticket out of here.

TIP YOU DON'T HAVE TO WORRY ABOUT DROPPING THESE LAST FEW GUARDS YOU ENCOUNTER. YOU CAN TAKE THE DAMAGE AND SIMPLY LEAVE. OF COURSE, CONSERVING AMMUNITION DOESN'T DO MUCH FOR YOU AT THIS POINT, EITHER.

As your team heads to safety, the submarine is destroyed. The patrol boat follows it under the waves a few seconds later.

Impossible

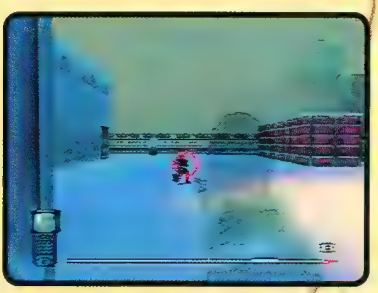
Your mission, should you decide to accept it, is:

- Find magnetic mines
- Give mine to Clutter
- Join Dowey for getaway

Essentially, the Impossible version of this mission is the same as the Possible one. The only major difference is in your ammunition. Since you start this mission

with five fewer shots and since you had to fire an additional six shots to take out the electric power panel, you will have only enough ammunition to drop three guards. Aim carefully, and when you drop the guard who leaves the pistol, risk everything to get it. You must stay armed for success, and charging in with your bare fists against men with guns is never a good idea. Move a little more cautiously to help preserve ammunition at first, and when you have the second gun, proceed as with the Possible level.

TIP IF YOU USED A LOT OF AMMUNITION IN THE LUNDKWIST BASE, ABORT THE MISSION AND TRY AGAIN. YOU'LL START WITH A FULL CLIP OF 15 BULLETS.



Take careful aim at this enemy guard.

Clutter needs this mine to finish the mission.

You'll need to move quickly through the base to sabotage the sub.

RECOVER NOC LIST

YOUR MISSION

Seven parts to this mission make it especially challenging.

A former KGB agent named Alexander Golytsine now works undercover. He has abducted a top IMF computer expert named Candice Parker. Along with her, Golytsine has captured one-half of the CIA's NOC list, which identifies all of the Agency's non-official cover agents living in Eastern Europe. The half Golytsine has stolen is useless without the other half, which is safely tucked away inside CIA headquarters at Langley, Virginia. However, Golytsine and his bosses think that Parker can decode the list. Parker has been taken to an embassy in Prague, where Golytsine and his team are trying to crack the NOC list code by using a powerful super-computer. IMF agent Robert Barnes was sent to rescue Parker and throw suspicion onto Golytsine, but he is now missing in action.

You must infiltrate the embassy, using a variety of disguises. Once there, you must make your way into the KGB headquarters and rescue Candice Parker. The two of you will need to locate the super-computer and retrieve the NOC list before leaving. On your way out, you must complete the mission failed by Barnes—throw suspicion on Golytsine for Parker's escape with the NOC list.

You will use a variety of items in this mission but will start relatively unarmed. To begin with, you will have only your fists, some smoke generators, and a simple blowpipe that can be used to knock out one enemy. You will need to locate additional weapons on your own. In addition to Barnes and Parker, three other operatives will assist you. Sarah Davies and Dieter Harmon will be at the embassy, and Jack Kiefer will aid in your eventual escape from the embassy.

While trying to discredit Golytsine, Robert Barnes is captured by enemy agents.

Embassy Function

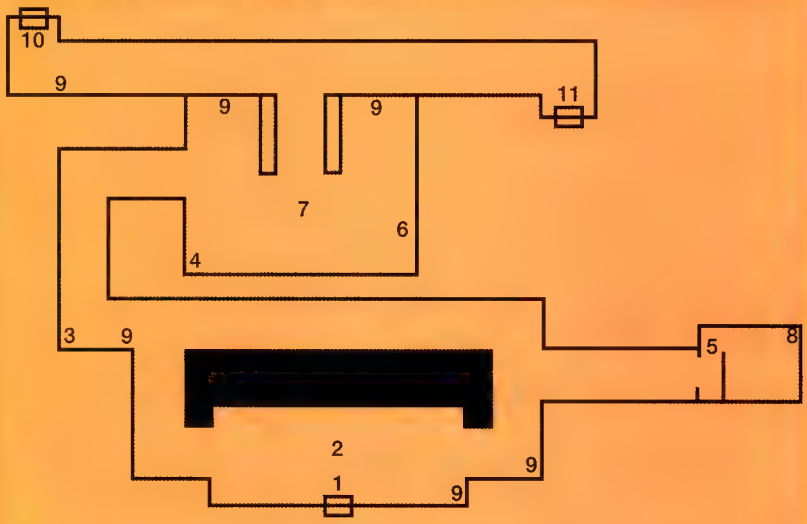
Your initial goal is to enter a high-security area that eventually will take you to the KGB headquarters. To do this, you will need to assume the identity of the Ambassador's Aide. You'll need to get him in a quiet corner where no one can see you knock him out and then steal his identity. You also will need to plant all of the smoke generators in air vents for future use if you make it out of the embassy alive. This is a complicated mission that requires careful timing.

Possible

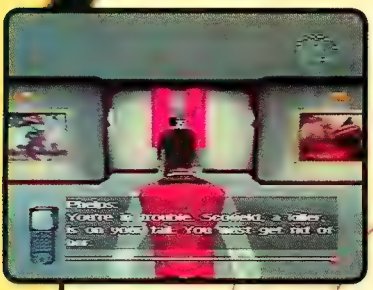
Your mission, should you decide to accept it, is:

- Find Face Maker
- Find score
- Find nausea powder
- Find drink
- Place smoke generators
- Assume identity of Ambassador's Aide
- Access restricted area

When you first begin this mission, Jim Phelps will tell you that there's more to the mission than you originally planned. A killer named Scofield is on your trail. You will need to get rid of her quickly and quietly



1. You begin here.
2. IMF agent Sarah Davies is located here. She will give you the Face Maker when her companion leaves.
3. The music score is located here. You must wait until the party couple sits in the chairs, located here, to retrieve the score.
4. The pianist is here. This is also where you will get your first glimpse of the killer Scofield.
5. Knock out Scofield here.
6. IMF agent Dieter Harmon is tending bar here. He will give you the drink and the nausea powder.
7. Give the drink with the nausea powder to the Ambassador's Aide here.
8. Knock out the Ambassador's Aide here and steal his identity with the Face Maker.
9. The locations of the six air vents. Place the smoke generators here.
10. This doorway leads to the KGB headquarters, but you cannot access it yet.
11. This elevator leads to the Warehouse.



Start here for the Embassy mission.

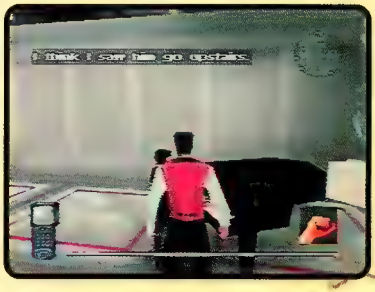
before you can finish the mission. You do have a couple of minutes to look around and take care of a few goals before Scofield finds you.

Start by walking up to the couple standing in front of you. While the man isn't important, the woman is someone you should recognize. She's Sarah Davies, one of your operatives in the embassy. Talk to the couple, then walk on. You may notice that a guard is patrolling this area of the embassy. Keep tabs on him but don't worry about him yet.

TIP TAKE CARE OF THE SMOKE GENERATORS AS EARLY AS POSSIBLE. YOU REALLY NEED TO WORRY ONLY ABOUT THE GUARD SEEING YOU, SO IF HE'S NOT AROUND, PLANT THE GENERATORS. JUST REMEMBER WHICH ONES YOU HAVE ALREADY PLACED!

Walking left from Sarah, turn right and then left again. You'll spot a vent near the floor. Make sure the guard isn't around and put one of the smoke generators in the vent. Then talk to the couple standing in front of the painting. After the conversation, they will move to the chairs in the corner by the vent. Let them move and you keep moving forward, around the next corner and ahead into the large room.

You have several things to accomplish here. First, there are two vents along the left wall as you enter. Put smoke generators in both of them. Then talk to the waiter carrying drinks around. He'll tell you that the Ambassador's Aide isn't much of a drinker, but he does offer many toasts. Make sure that you also talk to the piano player. He will tell you that the Aide will come downstairs only if he plays the Sloborskaian March, the national anthem of the Aide's hometown. Unfortunately, someone walked off with the music. Once you talk to the pianist, a red dot will appear on your scanner indicating the musical score's location.



The pianist plays a small, but crucial role in this mission.

This is Scofield, a killer placed on your trail. You will need to get rid of her if you are to leave the embassy safely.

Around this time, a woman in red will enter the room and stand near the piano. She is Scofield. Leave the area and head back to where you began this part of the mission. Walk past Sarah and go down the hallway to the restroom. As Phelps points out when you walk in, it's the best place to get rid of someone quietly. Now wait. Scofield will follow you in. Use the blowpipe on her, and you will automatically drag her limp body into one of the stalls. Dealing with Scofield is optional in the Possible level.

NOTE IF YOU DON'T WANT TO BOTHER WITH THE BLOWPIPE, YOU CAN KNOCK OUT SCOFIELD WITH YOUR FISTS JUST AS EFFECTIVELY.

Talk to Sarah and she'll give you the Face Maker.

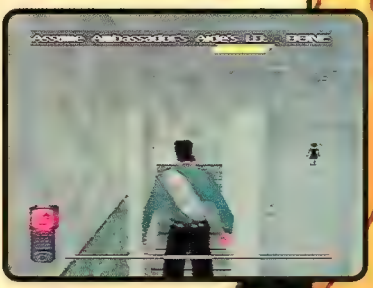
With Scofield out of the way, you can concentrate on the rest of the mission. Go back and talk to Sarah again. After this conversation, the man with Sarah will wander off. When no one is around, talk to Sarah again, and she will give you the Face Maker. If you are quick, you can get it without the guard seeing you. Also, there are two more vents in this area—one near the door and one by the hallway to the restroom. When the guard is out of sight, put smoke generators in both vents. Now return to the couple sitting in the chairs. You spoke to them earlier. The man is holding the score for the Sloborskaian March. When you talk to the couple again, the man will drop the score and you can grab it. Do so, and head over to the bar.

CAUTION DON'T GIVE THE SCORE TO THE PIANIST UNTIL YOU HAVE SPOKEN WITH DIETER!

The bartender is another IMF agent, Dieter Harmon. When you talk to Dieter, he'll slide you both the drink and the nausea powder. Get these items and hand the score to the pianist. When the pianist starts to play the march, the Ambassador's Aide will come downstairs. As the Aide stands and listens to the song, give him the drink you've concocted and make a toast. He'll get sick quite suddenly and will rush off to the bathroom. Follow him.

Grab the musical score!

Place the smoke generators whenever you get the chance. You might as well plant them as early as possible so you don't have to worry about it later.



Use the Face Maker on the Aide.

Inside the restroom, punch the Aide a couple of times and drag him into the other stall. Use the Face Maker to assume his identity. You are almost done now. Walk back to the piano room and go up the stairs. Head to the left. Across from the door is the sixth and final vent. Plant your last smoke generator here. Now walk over to the other side and go to the elevator. Since you are disguised as the Ambassador's Aide, the guard will let you through into this restricted area. It's time to tackle the warehouse.

Now you can access the restricted area.

Impossible

Your mission, should you decide to accept it, is:

- Find Face Maker
- Find score
- Find nausea powder
- Find drink
- Place smoke generators
- Eliminate killer
- Assume identity of Ambassador's Aide
- Access restricted area

Essentially, this is the same mission as the Possible version. However, the elimination of Scofield has been put on your list of objectives. You need to be extra careful when placing the smoke generators and receiving the Face Maker from Sarah. Otherwise, there is no real difference between the two versions.

Don't forget to talk with Dieter!

Take care that a guard or party guest is not nearby when you get the Face Maker from Sarah.

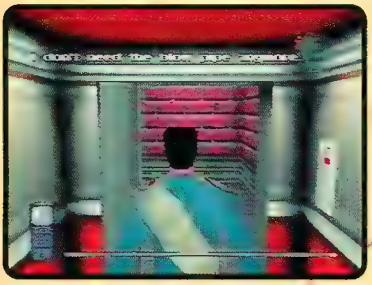
Warehouse

This part of the mission seems simple enough. All you really need to do is find the key that allows access into the KGB HQ and then get out. Unfortunately, the warehouse is filled with crates of toxic chemicals. You will need to find an environmental suit for protection. This is a confusing area, and it's easy to get lost. And it gets more complicated. Once you find the suit, you'll be protected from the chemicals, but you will also be a target for the guards. You will need to move cautiously and fire accurately, since ammunition always will be at a premium.

Possible

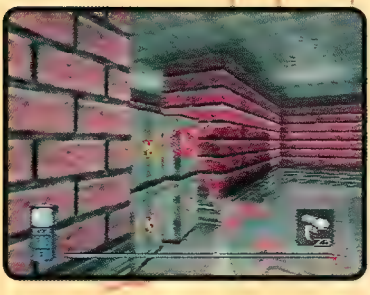
Your mission, should you decide to accept it, is:

- Find exit key
- Access KGB HQ



Start here at the beginning of the mission.

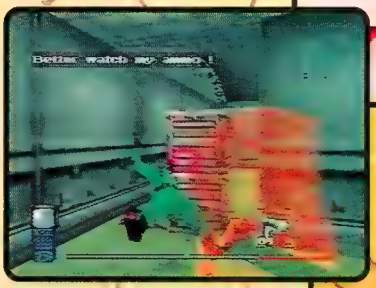
As you descend in the elevator, you'll drop the blowpipe, since you no longer need it. Walk out of the elevator and up to the first guard. Punch him out and steal his pistol—you'll need it. Take a quick look around. You'll see that the only way to continue in the warehouse is to blast your way through the crates. Unfortunately, these crates are filled with toxic chemicals! As soon as you start destroying them, the air will be filled with noxious gas. Still, there's no way through the level but to destroy some crates. Back up, take aim, and blow up some boxes. Shoot through the ones in front of you and go into the next area.



Shoot the crates quickly to allow for the fastest access through them. Until you find the chemical protection suit, you will have an almost constant drain of health.

There's a guard here who will be quickly overcome by fumes. Take the ammunition from his pistol—you'll need it. Then take out the large box in the corridor in front of you and the large box behind it. Go down this short hall and turn to the right. You'll notice that one of the boxes here appears different. This box contains the environmental protection suit. Destroy the box and grab the suit. Now you'll be able to spend as much time as you need on this level.

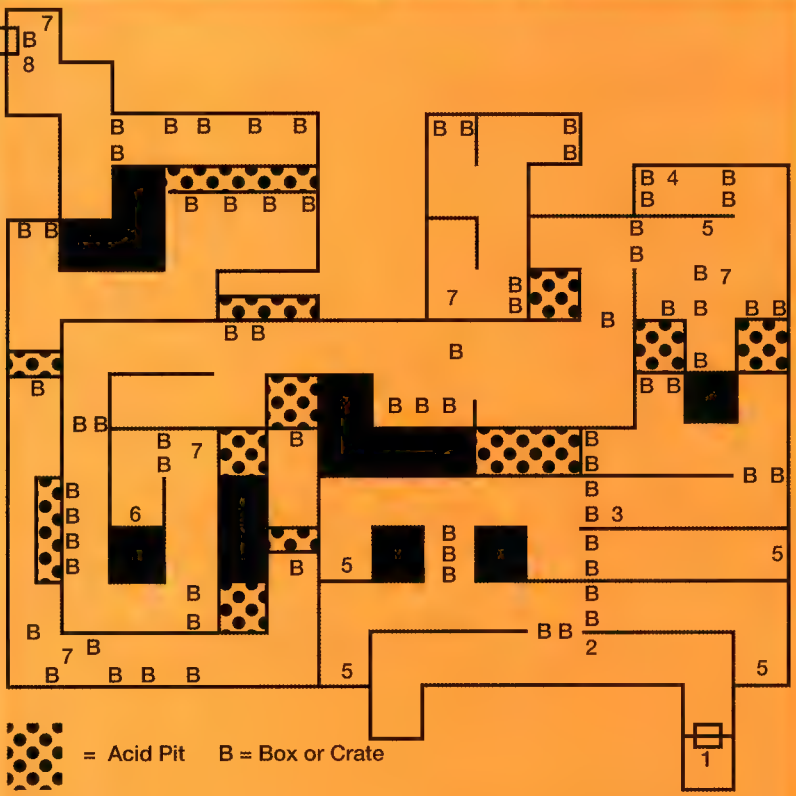
Generally speaking, you can blast through the boxes with two or three shots. The guards, who are wearing environmental suits, also will take two shots to kill. Guards will leave behind ammunition—making it worthwhile to nail them.



Take the time to shoot the guards.

TIP DON'T WORRY ABOUT THE FIVE BOXES THAT LOOK DIFFERENT FROM THE OTHERS. YOU DON'T NEED TO WORRY ABOUT THEM ON THE POSSIBLE LEVEL.

Once you have the suit, you need to find the key. Destroy one of the boxes in the row of six and jump over the sludge behind them. Turn left down the next hall and run all the way to the end, killing guards and destroying boxes as necessary. Follow the corridor around a few more left turns, again blasting through boxes and crates in your way. The guard at the end is carrying the key. Get it, then run out. When you get to a row of four boxes in front of



1. You start here.
2. Knock out the guard here and steal his gun.
3. In Possible difficulty, the chemical protection suit is in the bottom box here.
4. In Impossible difficulty, the chemical protection suit is in the bottom box here.
5. The wall-mounted cases at these locations contain a small dose of antidote for the chemical fumes. You cannot use these once you are wearing the chemical protection suit.
6. The guard holding the exit key is located here.
7. The five pieces of the K-30-P are located here.
8. Exit to the KGB headquarters here.

another sludge pit, stop. Jump over the boxes and the pit, and then turn right. Run forward and jump over the next pit. Turn right at the next opportunity.

Carefully jump over the toxic waste pits.

In this area, you'll find a row of boxes both in front of and behind a sludge pit. Destroy a few on both sides and jump across. Turn left and blast through the next set of boxes. Move forward and turn to the right. The large box here is in front of the exit door. Shoot it and use the access card to escape the warehouse.

The chemical protection suit will allow you to wander around the warehouse without worrying about the environment. However, it also will alert the guards that you are the enemy.

Impossible

Your mission, should you decide to accept it, is:

- Sabotage five special crates
- Find exit key
- Access KGB HQ

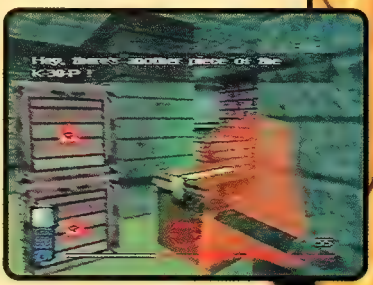
This time, your mission is quite different from the Possible version. Not only must you find the key and

The K-30-P must be destroyed in this mission.

get out intact, but you also must find and destroy the five pieces of the K-30-P prototype satellite communications intercept that are scattered around the warehouse. There are some other significant differences as well. First, the boxes will take at least four, and usually five, shots to destroy. Additionally, and more seriously, your environmental suit now is located further away.

TIP TO SAVE AMMUNITION, DESTROY ONLY ONE CRATE IN ANY STACKED GROUP OF TWO. YOU CAN JUMP ON THE LOWER CRATE TO GET BY.

Start the mission the same way. Destroy the same crate that held the environmental suit in the Possible version and continue down this hallway. Turn left at

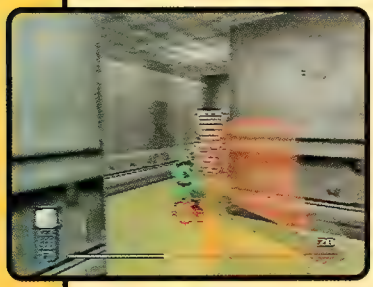


There are five pieces of the K-30-P satellite. You need to destroy all five before heading into the KGB headquarters.

the end and destroy a crate here. Run forward, jumping over the sludge, into a large area. Open the case on the wall for a small dose of antidote, which will recover some of your health. Head around the corner and blast through the boxes here. The suit is in the next set of boxes, in the bottom crate on the right. Destroy the crates to get it.

From there, you'll need to locate the five parts of the communication satellite. Their locations are clearly marked on the accompanying map. Hunt them all down, making sure to kill the guards and take their ammo. You also need to grab the access key before you leave.

Get the access key on your way out.



You'll need to kill the guards and steal their ammo before leaving.

TIP YOU DON'T HAVE TO BE CLOSE TO A CRATE TO DESTROY IT. WHEN DESTROYING THE K-30-P CRATES, YOU CAN AVOID SOME JUMPS OVER THE TOXIC SLUDGE BY SHOOTING THE CRATES FROM A DISTANCE.

KGB HQ

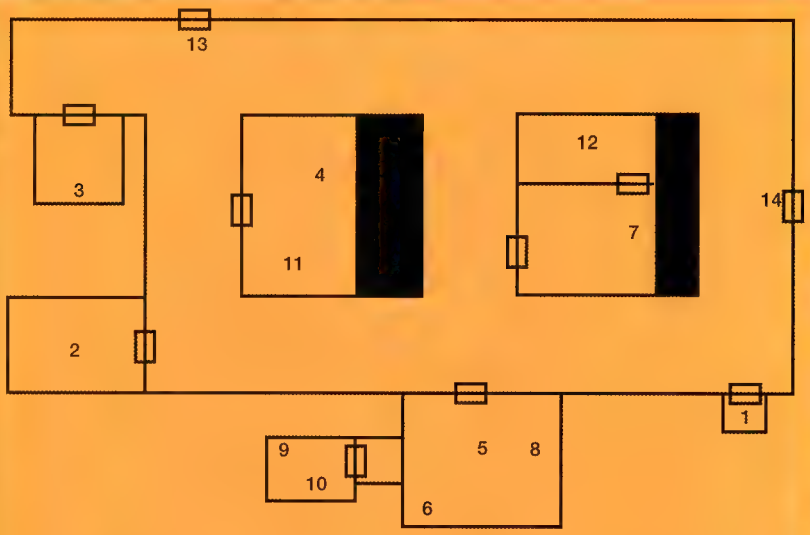
Once you've reached the KGB headquarters, the mission really gets exciting. It's here that you rescue Candice Parker. She'll be following along with you for the rest of the mission, and it will be up to you to protect her. You are still disguised as the Ambassador's Aide. To complete this part of the mission, you will need to find Barnes and another Face Maker, assume the identity of the head of security, freeze the local video cameras, and arrange for Candice's transfer. You'll also want the dart gun, and you must find an access card so that you and Candice can escape.

Possible

Your mission, should you decide to accept it, is:

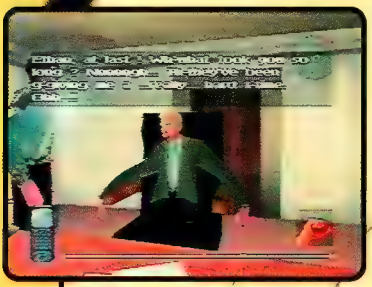
- Talk to Barnes
- Find video freezer
- Find Face Maker
- Find dartgun
- Sabotage video link
- Find exit access card
- Get transfer order
- Escape with Candice

Start here to begin the KGB HQ mission.



1. You start here.
2. Robert Barnes is here.
3. The Face Maker is here.
4. In Impossible difficulty, the beeper you can use to distract the guard in front of location 3 can be found here.
5. The head of security is here.
6. The dartgun is here.
7. The video freezer is here.
8. Activate the two switches here to reveal the secret door to the surveillance room.
9. Place the video freezer here.
10. The access card is here.
11. Get the transfer orders for Candice here.
12. This is Candice's cell. Give the transfer orders to the man outside to release Candice.
13. This door leads back to the embassy. You cannot access it yet.
14. Use the access card here to get to the security hallway.

You have a lot of tasks ahead of you, so you may as well take care of the two easiest ones first. Most importantly, put your pistol away before you step out of the elevator. From the elevator, turn left and run all the way down the hall. Open the door at the end and let it close behind you. Sitting in a chair here is Robert Barnes, who is not in good shape. Talk to him. Barnes tells you that the mask of Golytsine is somewhere in the security hallway, but he dies before he can tell you exactly where. Leave this room and turn left. Go to the end of the hall and notice the large double doors here. These doors lead back to the embassy and will be important soon. Turn left again and enter the small door here. The Face Maker is in this storage room straight ahead and slightly to the left.



Talk to Robert Barnes while he still has the strength.

Leave the storage room and turn right. Walk forward past the first corridor to the right and take the second one. There is another double door here, and this one has a guard in front of it. Talk to the guard, who will be happy to let you pass into the office of the head of security. Walk in.

Disguised as the head of security, you are free to go anywhere in the headquarters. Naturally, this has a lot of benefits.

The guards will be fooled by your appearance.

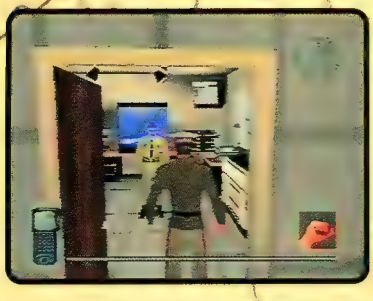
After a brief chat with the head of security, punch him out and drag the body behind his desk. Use the Face Maker to assume his identity. Go back to the double doors and open them up. At first, the guards will be suspicious. But since you have taken the head of security's identity, the guards will believe you when you say that you have captured the Ambassador's Aide.

NOTE DON'T WORRY ABOUT THE ALARM GOING OFF. THERE'S NO OTHER WAY TO GET THROUGH THIS PART OF THE MISSION.

Walk forward and through the small brown door in the middle of the corridor. Behind it is a KGB officer, and through a glass wall, you can see Candice. Talk to the officer briefly. He will tell you that he needs a transfer order before he can release Candice to you. Once his back is turned, get the video freezer off the desk and leave.

Grab the video freezer before leaving the room.

Walk back into the head of security's office. Walk to the bookcase on the left and stand in front of the gold object on the bookshelf. Activate it, and the picture will slide away, revealing a small button. Press this, and the bookcase on the other side of the room will slide to the left, revealing a small hidden passage. Grab the dartgun off the desk before you enter the short hallway.

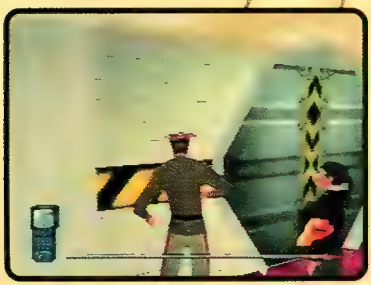


You will need to place the video freezer under the television to the right. The access card you need to exit this level also is in this room.

Go down the hall and through the small door. This is the video surveillance room. Shoot the two guards with the dartgun. Walk forward and place the video freezer into the device here and look on the table near the door for the access card. When you freeze the video, Phelps will contact you and tell you that he has arranged for the transfer orders to come through. Leave this area and the head of security's office.

Turn left in the main hallway and walk toward the room where you found Barnes. Turn right and walk down the hall to the white door. Open it and go in. Talk to the man on the right, who will give you the transfer orders for Candice. Leave here and go back to the room with the KGB officer in it. Hand him the transfer orders, and Candice will be released.

Now go talk to Candice. She will know it's you and will be happy to follow you out. Leave this office and turn left. Turn left again in front of the head of security's office and go down to the elevator. Turn left one more time and walk over to the large, octagonal door. Use the card on the door and you and Candice can leave, heading into the next area.



With Candice out of her cell, the two of you can move on to the next area.

Impossible

Your mission, should you decide to accept it, is:

- Talk to Barnes
- Find video freezer
- Find Face Maker
- Find dartgun
- Sabotage video link
- Find exit access card
- Get transfer order
- Escape with Candice

While your objectives are the same here, this is anything but the same mission. You will need to accomplish your goals in a much different order if you are to be successful.

You can start the same way, by talking with Barnes. He'll offer the same information he did in the Possible version of the mission—the mask of Golytsine is somewhere in the security hallway. When you leave here, check out the storage room again. You'll notice that this time, it's protected by a guard who will not let you pass. You will need to create some sort of diversion to get by him.

This time, go to the KGB office where Candice is being held. When the officer isn't looking at you, snag the video freezer. Once you have this, enter the office of the head of security. Talk to him again, then go and collect the dartgun. Now wait.

The head of security will walk around his office. When he stands by the bookcase that allows access to the surveillance room, shoot him with the dartgun and drag his body behind the desk. Now access the surveillance room yourself, putting away the dartgun before you do.

Shoot the head of security to access the surveillance room.

Walk into the surveillance room and go all the way to the back, to where you normally would put the video freezer. Turn around. You'll see both guards, and neither of them should be looking at you. Quickly draw the dartgun and incapacitate both of these guards. You need to do this quickly so that they cannot sound the alarm. Insert the video freezer and grab the access card. Now leave this area, put away the dartgun again, and head into the main hallway.

The secret panel that allows access to the surveillance room is located behind the picture on the opposite wall.

Wander back over to the storage area, and stand next to the guard. Keep an eye on the guards patrolling the area. When the coast is clear, draw the dartgun and knock out the guard in front of you. If you can, drag him into the storage area. You might get caught doing this, but that's not a major concern. Get the Face Maker from the closet and run over to the head of security's office. Drop any guards that get in your way. When the doors close behind you and is no one is around, use the Face Maker on the head of security to assume his identity.

You'll need to drop the surrounding guards.

TIP THERE IS A MUCH MORE INTERESTING WAY TO ACCESS THE STORAGE ROOM. TALK TO THE GUARD IN FRONT OF IT, WHO WILL TELL YOU THAT HE CAN'T LET YOU IN. THEN GO TO THE COMMUNICATIONS ROOM AND HUNT AROUND. YOU'LL FIND A BEEPER. PUT THIS AROUND THE CORNER FROM THE GUARD. WHEN IT GOES OFF, HE'LL INVESTIGATE, GIVING YOU A CHANCE TO GET IN AND GET THE FACE MAKER. IF YOU ARE QUICK, YOU CAN GET OUT BEFORE HE REALIZES YOU WENT IN. IF NOT, YOU WILL HAVE TO DISPOSE OF HIM QUIETLY.

Get the beeper to distract the guard.

From here, the mission plays pretty much the same as the Possible version. Put the dartgun away and tell the guards outside the office that the situation has been taken care of. Go get the transfer pass from the communications room and head to the KGB office to free Candice. Since you already have the access card, it shouldn't be any trouble to get to the door and leave peacefully.

Grab the transfer order and head into the next part of the mission.

Security Hallway

The security hallway is a short, but dangerous area. The floors here are electrified. While you can figure a way through, Candice is still weak. You must make it all the way to the end of the hallway and find the master switch so that Candice doesn't get electrocuted on her way out. Additionally, you must eliminate all of the guards along the way so that she isn't recaptured.

Possible

Your mission, should you decide to accept it, is:

- Secure passage for Candice
- Activate master switch

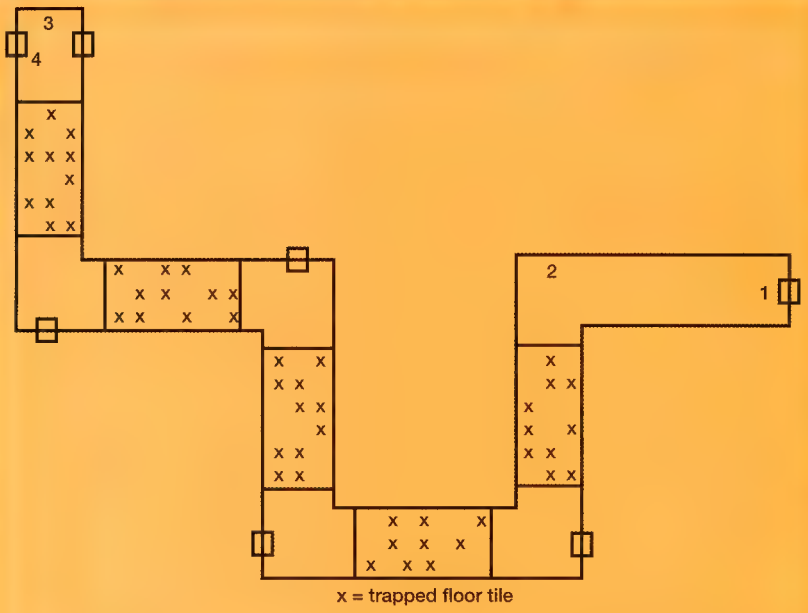
So that Candice isn't completely unarmed, you'll give her your gun at the beginning of this mission. You will have only the dartgun. Candice tells you that she will do her best to discover the booby-traps on the floor tiles in the hallway. When she runs over to the computer console, you will remove your disguise, becoming Ethan Hunt once again.

Here is your starting position for Security Hallway.

First, go and talk to Candice again. Arm your dartgun while you do. Candice tells you that she can't disable the traps, but she can alert you to them. The floor tiles in the trapped areas will glow red as you get close to them. They stay lit up long enough for you to cross over to the other side of each hallway. With dartgun drawn, walk forward slowly and wait for the tiles in front of you to start glowing.

Step on the glowing floor tiles at your peril! Each of these will drain away about 25 percent of your total health.

What you need to do in each hallway is jump over the glowing tiles, landing on the safe ones. In each hall, you will be attacked by a guard. Each of these guards must be disabled. Otherwise, when Candice tries to join you at the far end of the hall, she will be recaptured. Take your time in each hallway, making sure that the guard drops. There are five guards in all.

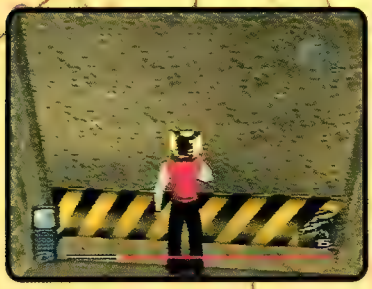


1. You start here.
2. Candice will access the terminal here to alert you to the traps in the following corridors.
3. Flip the switch here to turn off the electrified floors so that Candice can rejoin you.
4. This door leads to sewage control.

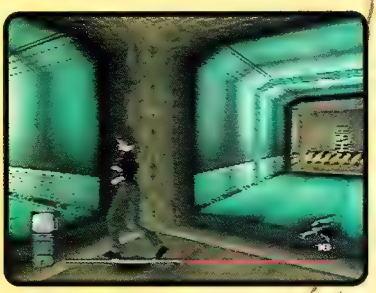
Take out the guards before proceeding.

TIP TRY TO GET TO THE MIDDLE OF THE HALLWAY BEFORE THE GUARD COMES OUT. IF THE FLOOR TILES STOP GLOWING BEFORE YOU HAVE A CHANCE TO GET ACROSS, YOU'LL HAVE A BETTER CHANCE AT REMEMBERING THE DANGEROUS ONES.

Once you reach the far side of the hallway, flip the master switch, and Candice will join you.



Hit the control switch here and Candice will join you.



You'll need to secure passage for Candice before you two can take off.

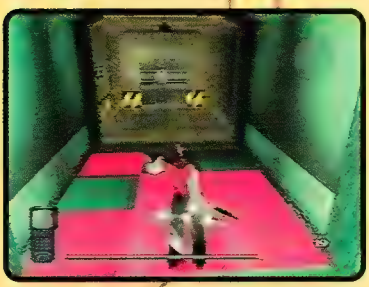
Impossible

Your mission, should you decide to accept it, is:

- Secure passage for Candice
- Activate master switch

This is essentially the same mission as the Possible version, with a few minor differences. First, you will begin with less ammunition in the dartgun. Second, if you accidentally step on a glowing floor tile, the tile will hurt you much more than in the Possible version. Third, and most importantly, the floor tiles will stay lit for a shorter period of time, meaning you need to move more quickly in order to clear them safely. If you are careful and observant about which floor tiles light up, this version is not much more difficult than the Possible version of the mission.

Drilling the guards is fun, but be careful to not use up too much ammunition.



Watch out for the glowing tiles!

Sewage Control

This is the meat of the entire NOC list recovery mission. It is here that you actually recover the list itself, by finding the super-computer that is being used to decode the list. Getting there will be difficult, and you will need to protect Candice at all times. If you let her stand under enemy guard for too long, she'll be recaptured and the mission will fail. You also have a limited time to get to the super-computer once you open access to it. You will need to aim fast and shoot faster if you want to make it out in one piece. As a final warning, many of the areas have pools of highly corrosive acid on the floor. One misstep means instant death and starting the mission over.

Possible

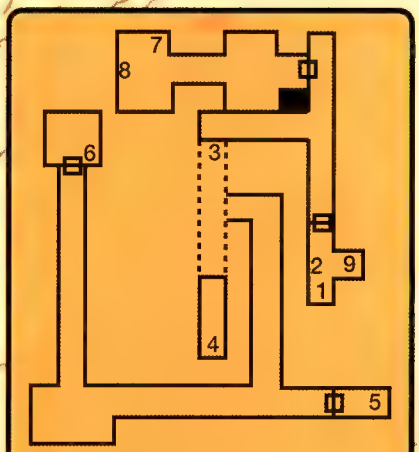
Your mission, should you decide to accept it, is:

- Find super-computer
- Protect Candice
- Get NOC List
- Escape

You'll begin in the security hallway.

This part of the mission begins with Candice handing back the pistol you gave her in the security hallway. You'll also notice additional ammunition on some crates to your right. Grab the ammo—you will definitely want it later. Candice will access a panel in the room where you start, which will open the door. Outside is a guard. Drop him and collect the ammunition he leaves behind.

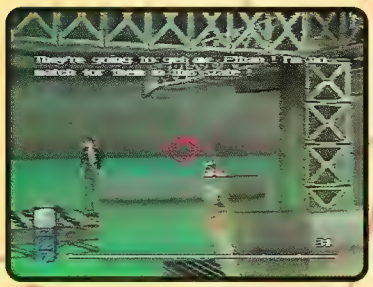
Shoot the guard and don't forget to grab his ammo!



1. You start here.
2. Candice will activate this terminal to open the door ahead of you.
3. Use the moving platform to get to the terminal at 4.
4. Activate this terminal to continue into the sewage plant.
5. Activate this terminal to continue into the sewage plant
6. Activate this terminal to open the door to the super-computer at 8.
7. Candice will use this terminal to download the NOC list.
8. The super-computer is here. Candice will get the NOC list here once she has activated the terminal at 7.
9. Exit back to the security hallway here.

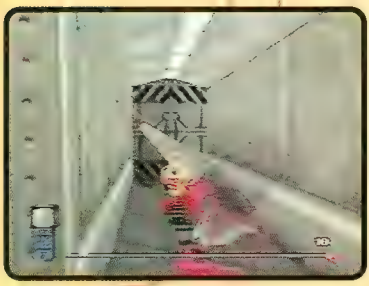
TIP YOU WILL HAVE A NUMBER OF SHOTS IN THIS LEVEL WHERE CANDICE WILL BE AT LEAST PARTIALLY IN YOUR LINE OF FIRE. USE THE ZOOM FEATURE AND TAKE THE GUARDS IN THE HEAD TO DROP THEM QUICKLY.

Don't worry about going straight ahead. You want to take the branching corridor to your left. Run all the way to the wall and turn left. In the distance, you will see an enemy guard standing in front of a terminal. Aim and zoom in, taking out the guard without damaging the terminal. Wait for the moving platform to come over to your side and jump on. Ride it over and move down to the terminal. Use it to open up the path into the next part of this level.



Candice will need to be protected at all times. This is a tough shot, but you can make it. If you don't, you'll have to try again.

After you access the panel, Candice will tell you she's in trouble. Run back and you will see a guard is holding a gun on her. Shoot quickly to nail the guard. Another guard has come out of the area you just opened. Spin to the right and nail him as well. Hop back onto the moving platform and jump off when you get to the path in the middle. Be careful not to fall into the acid pools.

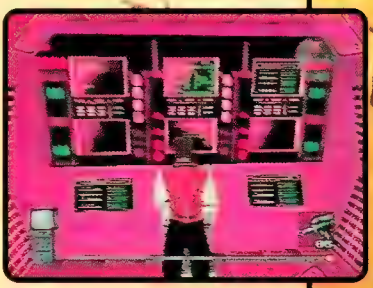


You'll need to sneak around the corner to get this wary guard.

Run down the next hallway, but stop before you enter the T-shaped corridor. Turn left, aim either the dartgun or the pistol, and slide out, shooting the guard waiting for you. Walk forward down this narrow hall and open the door at the end. Drill the man stationed here and access the terminal he is guarding. This opens the path further down the hall. Leave this room and run forward until just before the corridor opens into a larger area.

TIP USE THE ARROW BUTTONS TO STRAFE SIDE TO SIDE AROUND DOORWAYS FOR SOME OF THESE SHOTS.

Turn right this time and slide out. A guard is waiting for you on the walkway here. Nail him and grab the ammunition off the crate. Move down the walkway and open the door at the end. There's another guard inside, over to the left of this room. Shoot him and walk in. Grab the ammunition off the desk and activate the terminal to the right as you enter. This will open a door back near where you entered sewage control. This also will start your time limit countdown. You have only three minutes from the time you activate this terminal until Candice must have downloaded the NOC list.



The terminals in this area allow you to open pathways further on in the mission. Until you activate them, you'll be stuck.

Head back to where you started. You need to move slowly so that Candice can keep up with you—you don't want to get too far ahead of her. When you get back to the moving platform,

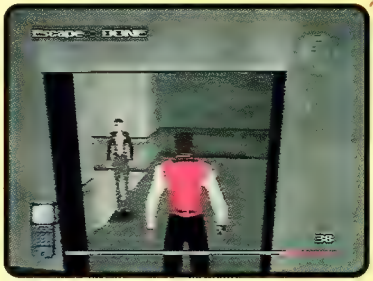
turn. A guard will chase you. Drop him quickly, then jump onto the platform. Head back toward where you entered this level. However, don't turn to the right and go back to that room yet. Instead, when you get to the hallway that leads to your start position, turn left.

Find the super-computer at the end of the hall.

Walk down and turn left again, drilling the two guards who are standing in your way. Turn left again, and you will see another guard training a gun on Candice. Knock him down, then run into the final room. The super-computer stands at the end. Candice will come into the room behind you and will automatically access the super-computer, releasing the code for the NOC list. She'll take the list with her and will start walking out.

Candice doesn't have much time to get back to the super-computer, but when she does, she knows exactly what to do.

Get ahead of Candice if you can. One more guard is waiting for you in the doorway to your right as you head back to the room where you started this part of the mission. Shoot the guard a couple of times, then run forward to the room where you started. With both you and Candice there, holding the NOC list, you've made it. Now you need to get back to the embassy and escape.



Now you can leave this level and prepare to escape.

Impossible

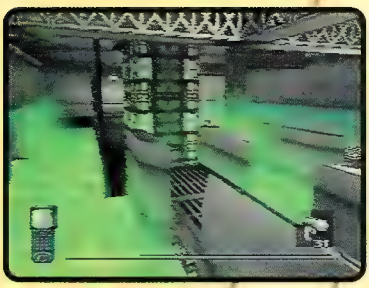
Your mission, should you decide to accept it, is:

- Find super-computer
- Protect Candice
- Get NOC list
- Escape

This is almost exactly the same mission as the Possible version. However, you have only two minutes once you access the final panel to get Candice over to the super-computer. This means you must keep her with you at all times. You do not have time to get so far ahead of her that you must backtrack to find her. When the guards pop out from behind to train a gun on her, you must aim quickly and shoot cleanly so that Candice will get moving again. It's possible to get to the super-computer in under 90 seconds, but it is difficult and requires almost split-second timing. This part of the mission is grueling, so stick with it. Remember where the guards are when they appear from behind—near the moving platform and in the doorway near the super-computer itself. Be aware of these guards and act quickly to neutralize them.

You'll need to aim quickly to take out these guards.

Protect Candice at all times, she's too valuable to lose.



You'll need to flip these switches to open doors further along in the level.

TIP WHEN SPEED IS OF THE ESSENCE, USE THE DARTGUN. WHILE THE PISTOL'S RANGE IS BETTER, THE DARTGUN TAKES ONLY ONE SHOT TO TAKE OUT AN ENEMY.

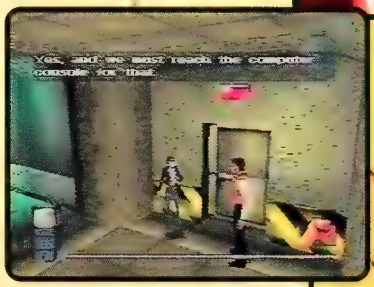
Escape

NOC list in hand, you and Candice must now make it back through the security corridor. You will need to find the mask of Golytsine before making it back to KGB HQ. Once at HQ, you must find and remove the video freezer, and use the mask to discredit Golytsine with his Moscow authorities. While these are two different escape missions with two sets of goals, there is no break between them. Fail at one and you will need to play through both again.

Possible

Your mission, should you decide to accept it, is:

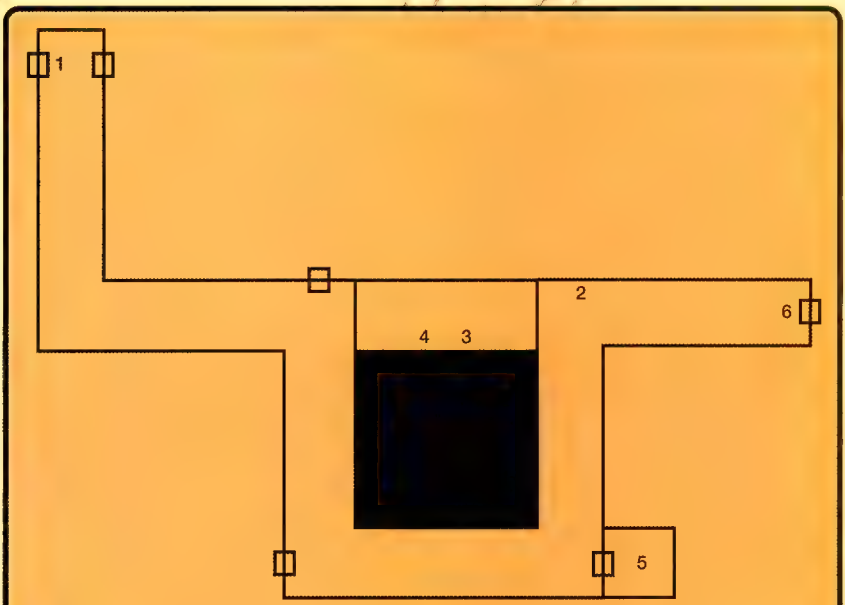
- Secure passage for Candice
- Find the mask of Golytsine



Start here for the first half of this mission.

Fortunately, the floors are still unelectrified at this point. Unfortunately, machine guns are mounted on the ceiling at the far side of four of the corridors. To secure Candice's passage back to the other end of the hallway, you'll need to destroy these guns—or Candice is a sitting duck.

Walk forward carefully, but don't step on the blue tiles. Aim your pistol and use the zoom feature to get as close a view as possible of the machine gun (the black object mounted on the ceiling in the distance). Train your view on the gun and fire.



1. You start here.
2. Candice will use the terminal here to open the secret door to the left.
3. The mask of Golytsine is here.
4. Shoot this panel to open the secret doors at both ends of the hall.
5. Candice winds up here when the two of you get separated. The guard who steals back the NOC list will come from this room.
6. Exit here to return to KGB headquarters.

If you've hit the gun, it will start gyrating around wildly. You have to hit all four of them, one at the far end of each of the first four blue-tiled corridors. Candice will follow along behind you.

When you reach the far end, Candice will activate the terminal at the end. This will open a secret passage to your immediate left. Head in. The door will close off behind you, separating you and Candice, who will be recaptured quickly. If that wasn't bad enough, she still is holding the NOC list! You must now act faster than ever to rescue her and recover the list.

Shoot quickly and accurately to disable the ceiling-mounted guns. You don't want to waste bullets, but you can't waste time, either.

TIP DON'T WORRY ABOUT TAKING A FEW HITS HERE. YOU ARE SURROUNDED, AND THERE'S REALLY NO WAY TO GET OUT WITHOUT BEING SHOT A FEW TIMES. DON'T WORRY YOU CAN TAKE IT. HOWEVER, YOU COULD USE THE DARTGUN TO REDUCE YOUR DAMAGE AND KILL THE GUARDS.

On the wall to your left are two panels. Open the one on the left. Inside you will find the mask of Golytsine, accomplishing the first of your objectives. Arm your pistol again if you don't have it ready, and aim at the second panel. Shoot it. This will open secret doors at both ends of the hall. Behind each door is a pair of enemy guards!

The mask of Golytsine is hidden in this secret area. You must have it to successfully escape.

Shoot the guards rapidly, hitting two on one side, then the two guards on the other side. One of the guards will drop a clip of ammunition for you. Go get it, then turn left. Arm the dartgun and move slowly down the hallway. As you near the end of the blue-tiled corridor, the door to your left will open and an enemy guard will run out. Act quickly and fire the dartgun. With a little luck, you can hit the guard, stopping him cold. This is a good thing—he'd just stolen back the NOC list from Candice.

If you miss the guard, run after him all the way to the end of the hallways. A group of five guards will be there, one of whom is holding the NOC list. Nail all five and recover the list.

Once you have the list, go back to where Candice is sprawled out on the floor. With her revived and the NOC list recovered, go back to where you first entered into the security hallway. From Candice's position, this is a pair of right turns. Get to the doorway and when Candice arrives, you'll move to the next part of this mission.

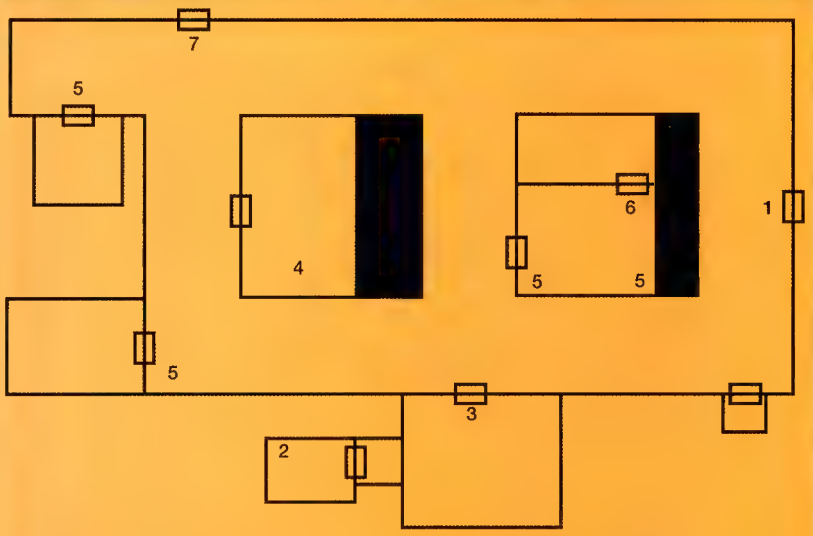
You'll need to take out all five guards before retrieving the list.

When you meet up with Candice, move on to the next part of the mission.

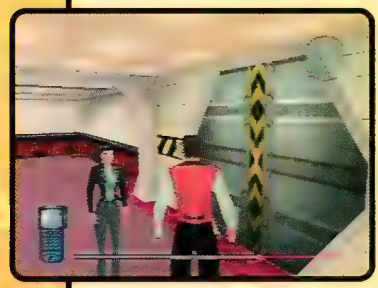
Your mission, should you decide to accept it, is:

- Unfreeze video cameras
- Assume Golytsine's identity
- Find exit key
- Escape with Candice

You've made it back to KGB headquarters, but the mission isn't over yet. Now you have to discredit Golytsine with the Russian authorities before making your way back to the embassy with Candice. You don't have a disguise anymore, so all of the guards will be gunning for you. You must act quickly if you are going to make it out in time.



1. You start here
2. Remove the video freezer here.
3. Use the Golytsine mask here.
4. The guard holding the key is here.
5. In Impossible difficulty, you will need to destroy the video cameras at these locations before leaving.
6. In Impossible difficulty, when Candice is recaptured, she will be returned to her cell. Use the explosive gum on the door here.
7. Exit here to return to the Embassy.



Start here to begin the second part of the mission.

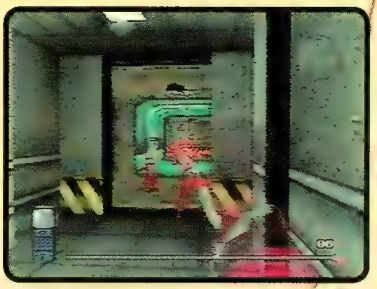
Enter the head of security's office.

Start by turning around and running down the hallway. Turn right and enter the double doors to your left. This is the head of security's office, back where you want to be for the moment. Candice will follow you in. Access the corridor to the surveillance room again, and go in. Grab the video freezer to get the cameras working again, then rejoin Candice in the main office. Stand in front of the double doors and use the Golytsine mask. You now have 3.5 minutes to find the exit key and get back to the embassy.

TIP BEFORE YOU START RUNNING AROUND AIMLESSLY ON THIS LEVEL, LOOK AT THE MAP. PLAN YOUR ROUTE TO USE AS LITTLE TIME AS POSSIBLE. THIS HAS THE ADDED BONUS OF BRINGING AS FEW GUARDS AS POSSIBLE ACROSS YOUR PATH.

Leave the head of security's office. There likely will be some guards here, and they come in two types. The first ones you are used to. Each of these guards will drop a clip of ammunition for your use. The other guards are carrying fire extinguishers. (Remember those smoke generators you placed way back in the first part of this mission?) These guys also will attack you, blinding you temporarily. They don't drop any ammunition for you, so if you can avoid them, you should.

Don't forget the embassy key!



These guards attack relentlessly, so fight back!

From the head of security's office, turn left, running toward the room where you found Barnes. Turn right at the end of the hallway and go into the communications room. Turn right and shoot the man here. He's holding the key back to the embassy. Grab the key from him and return to the hallway. Turn right and run up to the double doors. Use the key, and you and Candice can leave these headquarters, returning back to the main embassy.

Head back to the embassy to end the mission.

NOTE IT IS POSSIBLE THAT CANDICE WILL BE RECAPTURED DURING THIS PART OF THE MISSION. IF THIS HAPPENS, DON'T WORRY. THIS SITUATION IS COVERED IN THE IMPOSSIBLE LEVEL.

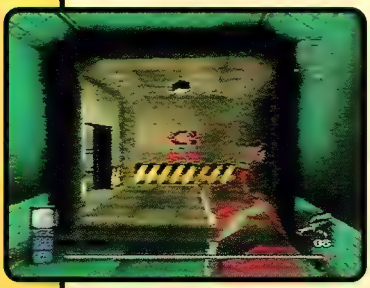
Impossible

Your mission, should you decide to accept it, is:

- Secure passage for Candice
- Find the mask of Golytsine

In most respects, this part of the NOC list mission is the same as the Possible level, with two significant differences. The first comes right at the start of the mission, when dealing with the ceiling-mounted guns.

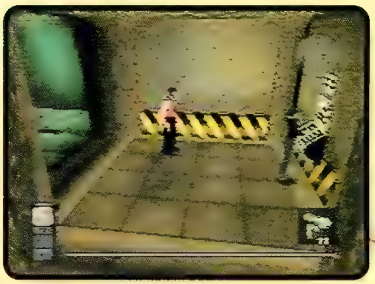
You will need to take care of these guns as quickly as possible, because on this difficulty level, they don't stay broken forever. After shooting one, you'll have only 10 seconds or so to run down the next corridor and take aim at the next gun before the last one comes back online. This is fatal for Candice if you take too long. So, you must move, aim, and shoot at the fastest possible pace. Since you also have less ammunition than normal, don't panic. Aim carefully and pull the trigger the very second you get a good shot.



If you miss this guy as he runs past, you'll be starting over. You have only a couple of shots at him, so make them count.

The second major difference involves getting back the NOC list. Once the guard runs off, having stolen the list back from Candice, you cannot let him escape. If he turns the corner on you, he'll be gone, and there's no way to catch up to him. So, you must shoot him either as he runs out of the door or as he takes off down the corridor.

TIP FOR THE BEST CHANCE AT SHOOTING THIS FLEEING GUARD, STAND WITH YOUR BACK TO THE WALL, FACING AWAY FROM THE ROOM WHERE CANDICE IS. AIM YOUR DARTGUN, AND DROP THE SIGHTS DOWN A LITTLE. SLIDE LEFT, INCHING OVER UNTIL YOU HEAR THE DOOR OPEN BEHIND YOU. WHEN THE GUARD RUNS PAST YOU, FIRE A FEW ROUNDS. WITH A LITTLE LUCK, YOU'LL HIT HIM AS HE RUNS DOWN THE BLUE-TILED HALLWAY.



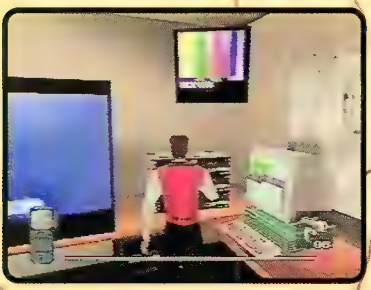
Candice will access the secret door panel before being recaptured.

Your mission, should you decide to accept it, is:

- Unfreeze video cameras
- Assume Golytsine's identity
- Find exit key
- Free Candice
- Destroy four video cameras
- Escape with Candice

On this level, the task ahead is much more daunting. In addition to unfreezing the video and placing all of the blame on Golytsine, you need to destroy the four video cameras on the level. Additionally, it's very likely that you and Candice will be separated and that Candice will need to be rescued again. And to top it all off, you'll have more enemies and less time to complete the task.

As in the Possible level, you need to get to the head of security's office. Run in and access the surveillance room. Grab the video freezer and exit. Run back to the double doors and put on the Golytsine mask. You'll notice that you've got only three minutes to accomplish everything once you put on the mask. When you've got the mask in place, open the doors and drill any guards standing around.

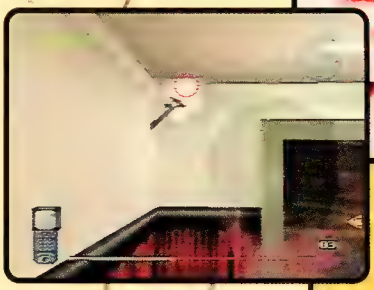


Access the surveillance room and grab the video freezer.

TIP EVEN THOUGH THEY DON'T DROP AMMUNITION, THE GUARDS WITH THE FIRE EXTINGUISHERS SHOULD BE A PRIORITY SINCE THEY OBSCURE YOUR VISION.

Now turn left. The first video camera is over the door that leads into the room where Barnes was. Shoot it, then turn right down that hallway and head into the communications room. The access key is in the same spot, so shoot the guard and take it. Here you likely will be separated from Candice. Don't worry about it. Get the key, and head out of the room and to the right. The second video camera is over the door leading into the storage closet.

Candice, as you might expect, is lounging back in the belly of her old cell. You need to return to the KGB office and free her. Move in, open the door, and shoot the guard behind it. Not only will he drop some of Candice's explosive gum, you'll also discover that the final two video cameras are in this room. Shoot both cameras to clear up that objective. Then get the gum and use it on the door to free Candice.



Make sure you take the time to shoot the video cameras.

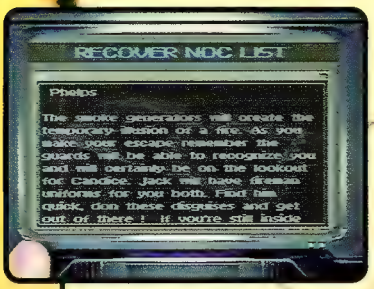
Use the gum to blow up the door to Candice's cell.

The guards will be all over the place when you get back to the embassy. Those packing pistols, like this one, will drop ammunition for you.

About now, your mask should be close to tatters, so you will need to move quickly. Run over to the door leading back to the embassy and use the key. You and Candice will leave, going on to the final part of the NOC list mission.

Fire Alarm

The idea of this part of the NOC list mission is just about the same as the last—escape. You've got to get out of the embassy. Unfortunately, all of the guards now know your description and will shoot on sight. You've got to act, and act quickly to get a disguise and make it out. You'll need something for Candice as well. Fortunately, Jack Kiefer is working on an escape plan for the two of you. You will need to find a way to contact him.

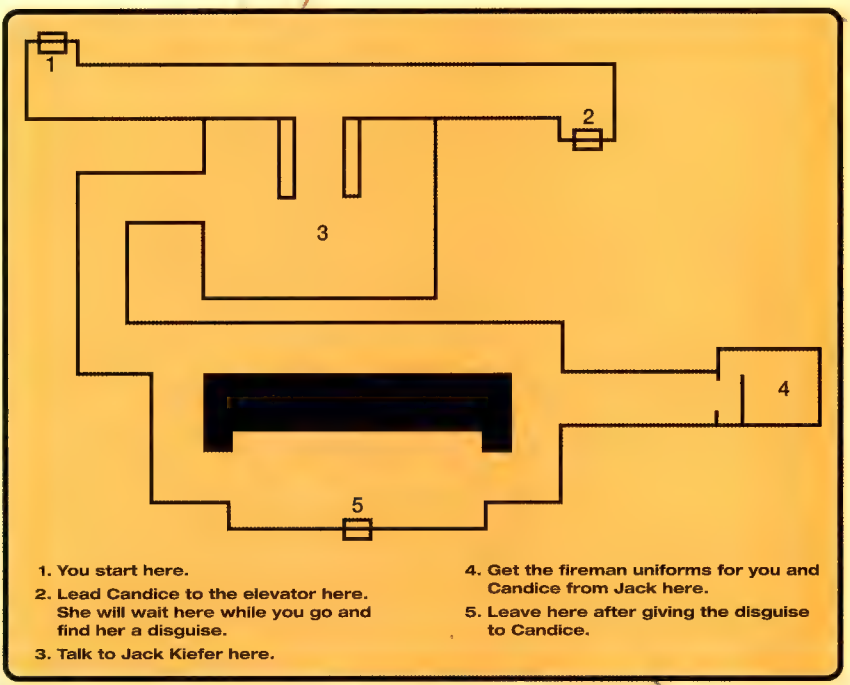

RECOVER NOC LIST
Phelps
The smoke generators will create the temporary illusion of a fire. As you make your escape remember the guards will be able to recognize you and will certainly be on the lookout for Candice. Jack will have fireman uniforms for you both. Find him quick, don these disguises and get out of there ! if you're still inside

The mission briefing will prepare you for Fire Alarm.

Possible

Your mission, should you decide to accept it, is:

- Secure access to the lift
- Find Jack



1. You start here.
2. Lead Candice to the elevator here. She will wait here while you go and find her a disguise.
3. Talk to Jack Kiefer here.
4. Get the fireman uniforms for you and Candice from Jack here.
5. Leave here after giving the disguise to Candice.

- Dress as fireman
- Give Candice fireman outfit
- Escape the embassy

Ready for the Fire Alarm mission?

The first order of business is getting Candice to safety. You are drastically low on ammunition at this point, but you should have enough to get you where you need to go. From the entrance back into the embassy, you first need to get Candice over to the elevator. A couple of guards will block your path. If you are really low on ammo, use your fists. Otherwise, use the dartgun since you can drop a guard with a single shot.

You and Candice need to enter the elevator to proceed in the mission.

Run over to the elevator and wait for Candice to enter. Now run back to the stairs and head down to the large room with the piano. Jack is one of the firemen in this room. Find Jack (he's a green dot on your scanner) and talk to him. Jack will tell you that he has managed to secure fireman's uniforms for you and Candice. To get the uniforms, you need to meet him in the restroom. Let Jack run off, then follow him.

Don't leave without finding Jack.

CAUTION DON'T RUN BY THE FRONT DOOR OF THE EMBASSY! IF YOU DO, YOU WILL BE CAPTURED WITHOUT ANY CHANCE TO DEFEND YOURSELF.

Some guards will stand in your way. Fight your way through them with your fists, or use the dartgun, and then join Jack in the restroom. He'll give you the fireman's outfits. If you've managed to snag a fire extinguisher along the way, you can make your costume look even better. Since you are dressed as a fireman, put the gun away (even if you don't have a fire extinguisher) and run back to the elevator. You won't be bothered by the guards.

At the elevator, give Candice her disguise. Now all you need to do is jog casually to the front door of the embassy and leave.

When you are wearing the fireman suit, the guards won't even give you a second glance.

Candice needs the fireman's outfit to escape.

TIP SAVE A COUPLE OF DARTS FOR THIS LAST CORRIDOR BEFORE THE RESTROOM. YOU CAN DROP THE GUARDS QUICKLY AND GET INTO THE RESTROOM BEFORE ANYONE SEES YOU.

Keep the guards out of Candice's way. Shooting from a distance is preferable, but don't be afraid to use your hands if you have to.

Congratulations! You have finished the Recover NOC List mission.

Your mission, should you decide to accept it, is:

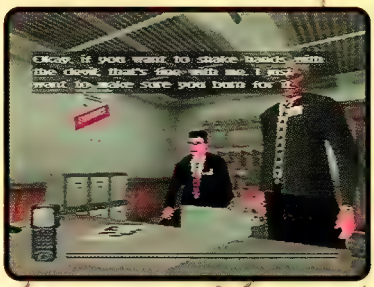
- Secure access to the lift
- Find Jack
- Dress as fireman
- Give Candice fireman outfit
- Escape the embassy

The tasks are exactly the same as the Possible version of this part of the mission, except that they are considerably harder. You will have less ammunition to work with, so you will need to rely more on your fists to get past the guards. Fortunately, the guards aren't that tough. Make sure that no guard sees you run into the restroom with Jack. If you are seen, the guards will be onto your disguises and will almost always capture Candice when she tries to escape.

CIA ESCAPE

YOUR MISSION

There are four tough levels ahead.



Despite his success in recovering the NOC list and rescuing Candice Parker, Ethan is now accused of being Max's mole in the CIA.

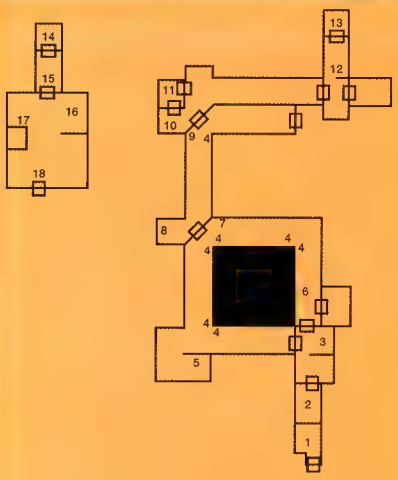
Is it possible to be too good at your job? The CIA and your IMF leaders seem to think so. They were under the impression that your recovery of the NOC list really was an impossible mission. The fact that you made it out in one piece indicates a problem. They think that you have contacts on the other side and that you are a mole planted in the CIA. You are being interrogated at the CIA headquarters in Langley, Virginia. You need to get out and clear your name. You must break out of the interrogation wing, make it to the roof, and infiltrate the central CIA computer vault. While you are there, you can get the other half of the NOC list. With this list in hand, you can meet up with the mysterious Max and possibly discover the real identity of the mole.

Since you have been disavowed, not many CIA agents are willing to work with you. The exception is Candice Parker, who feels that she owes you one since you rescued her from the KGB. Not only will Candice guide you through the various parts of the missions ahead, but she also will supply you with gadgets.

You will use an incredible variety of tools throughout this mission. However, much like your last mission, your trusty dartgun will be an almost constant companion. You begin your quest to clear your name completely unarmed and trapped inside the CIA HQ. You've also been dosed with truth serum, so you will need to find an antidote if you are going to get the NOC list and escape.

Interrogation

This level has three individual parts, all of which must be completed successfully. First, you must escape from the interrogation room and reclaim all of your equipment. You start with nothing, but Candice will contact you after a few seconds and assist you through what you need to do to get out. This is a simple section, easily completed.



1. You start here. The explosive gum is hidden under the coffee mug, but you cannot get it until Candice tells you where it is.
2. The dart gun, finger scanner and communicator are here. Exiting through the door will end the first part of this mission section.
3. Shoot the guard here and use the finger scanner to allow access to the door leading west.
4. The video cameras are located here.
5. The spray paint is here.
6. Both of these guards have fingerprints that will allow access to all doors on this level.
7. Push this access panel twice to reveal the secret area.
8. The empty 9mm pistol is here.
9. Access this panel to reveal the path to the desk sergeant's office.
10. Shoot the man here with the dart gun quickly or he will sound the alarm.
11. Use the empty gun on the desk sergeant to gain access to the elevator.
12. Shoot the desk sergeant with the dart gun here.
13. Entering the elevator and closing the door ends the second part of this mission section.
14. You start the third part of this mission section here.
15. Put away your weapon before opening this door.
16. Talk to the nurse here to get the antidote for the truth serum. This is also the location of the hospital bed.
17. The button here controls the treadmill. You can use it to create a distraction.
18. When you have caused a distraction, escape through the window here.

Possible

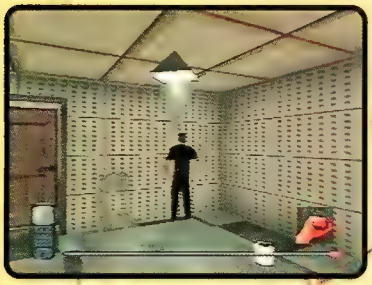
Your mission, should you decide to accept it, is:

- **Escape from interrogation**
- **Pick up equipment**
- **Get into hallway**

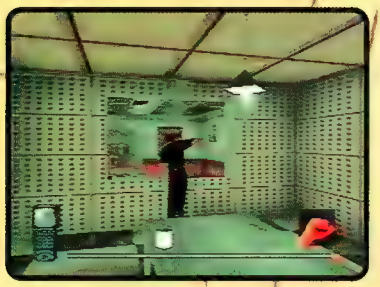
Stand up and walk over the to the intercom on the table. Wait for a few seconds until Candice contacts you. When you talk to Candice, she'll tell you that she hid a piece of explosive gum under the coffee mug on the table. Go over and get it, and Candice will contact you again. Candice tells you to look for a way to open

You must escape from this interrogation room in order to proceed through the rest of the mission.

up the one-way mirror between the room you are in and the next room. Hunt around on the walls. On the same wall as the door, you will find a button. Press this, and a window will open. You will notice some gear on the other side.



Push the button to reveal the next room.



Hop through the window to recover some of your gear and a new toy as well.

Use the explosive gum on the window and step back. When the window blows open, jump through and get the fingerprint scanner, dartgun, and communicator from the desk. Arm yourself with the dartgun and walk to the door. You'll test the communicator with Candice. Once you've verified that communications are operational, you can open the door and move on to the next section.

Your mission, should you decide to accept it, is:

- Get out of interrogation sector
- Take free access print
- Find sergeant for exit access
- Reach elevator to infirmary

Exit the hallway and head for the infirmary.

This is the longest and most difficult part of your escape from CIA headquarters. You must run through the secured hallway and discover a way into the infirmary. To do this, you'll need that dartgun you grabbed, as well as some other useful implements you will have to find along the way. You are on a 10 minute time limit for this part of the mission. If it takes you longer to reach the elevator to the infirmary, the truth serum will take effect and you will pass out, ending the mission.

NOTE THE REGULAR GUARDS, THOSE WEARING THE BLUE UNIFORMS, ARE ARMED ONLY WITH ELECTRO STUNNERS. THE GUARDS WHO COME OUT WHEN A CAMERA SPOTS YOU ALSO ARE ARMED WITH STUNNERS, BUT THEY INITIALLY ATTACK WITH A GAS THAT DUPLICATES THE EFFECTS OF THE TRUTH SERUM FOR ABOUT A MINUTE. DO NOT GET CAUGHT IN THIS SPRAY!

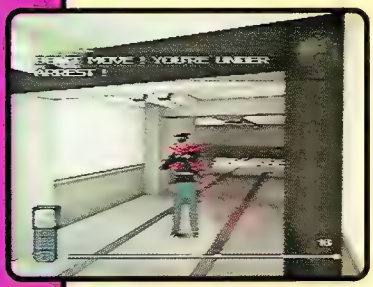
Watch out for the first guard!

Start by taking out the guard at the post in front of you. Sneak up on him and drop him with the dartgun. Get his fingerprint, using your fingerprint scanner. Use the panel next to him to open the door. Make sure you get his electro stunner before you head down the hallway.

Make your way down the corridor. Another guard is up ahead of you behind some crates. Get him to come out and drop him with a dart. The guard will drop a stunner, which you should pick up. When you run toward the guard, you will notice that one of the security cameras spots you. That's fine for now. Run behind the crates. Candice will contact you and say that she's left a can of spray paint for you. You can use this to blacken the lenses on the cameras so they won't spot you. Get the paint and take out the guard coming down the hallway.

CAUTION WHEN YOU REACH THE SECOND CORNER, ANY GUARDS THAT COME OUT WHEN YOU ARE SPOTTED BY A CAMERA WILL COME FROM BEHIND YOU.

Don't leave without blacking out the cameras.



Get rid of this guard in the hallway.

TIP IF YOU ARE CAREFUL, YOU CAN USE THE SPRAY PAINT WITHOUT GETTING CAUGHT. WAIT UNTIL THE CAMERA TURNS AWAY FROM YOU, THEN RUN UP AND SPRAY. PEEK AROUND THE CORNER AND REPEAT WITH THE NEXT CAMERA.

A regular guard around the second corner will drop a third electro stunner when you shoot him. Take the stunner and head to the third corner. There are two guards here. Nail them both and get the fingerprints of one of them. You now have access to all of the areas in this hallway.

The guards will drop easily with a single shot from your dartgun. One of the few advantages you have right now is range—they have to be close to hit you.

Now go spray paint the lenses of the two cameras. You probably will be spotted again, but that's not a big problem. Take out the guard and continue down the corridor. There are three major corners in this hallway (you've rounded the first at this point). A moving video camera is located on each side of each corner. Run up and spray the cameras to prevent more guards from coming out.

Turn around. If you continue forward, you'll wind up back where you started. This hallway is just a large square. Go back to the second corner, which has a diagonal wall. There's a touchplate off to the side. Since you have the all-access fingerprint, activate it. Wait for the door to spin, then activate it again. Turn left and run right toward the desk you see here. You need

the empty pistol sitting on the desk. Grab it, then head down the new corridor.

Grab the pistol on the disk.

If you wish, you can spray paint over the camera here, but it's not necessary. What is needed is a way through the next diagonal door. You still have the correct fingerprint, so use the touchplate and walk through.

There's a man behind a desk here. If you wait too long, he'll sound the alarm and you will be trapped again. So act quickly and knock him out with a dart. Quickly arm yourself with the empty pistol and go through the small door here.

Surprise the desk sergeant with your pistol.

The sergeant behind the desk will stand up, since he is unarmed and he thinks your pistol is loaded. Let him walk over to the interior door and open it for you. Follow him out carefully, making sure you stay behind him. Walk slowly down the hallway after him. There may be a guard here. If so, switch over to your dartgun and drill the guard. The sergeant will take off down the hallway, but he won't be any trouble to catch. Run after him and through the large door he accesses.

Once you draw the dartgun, the sergeant will start running away. Hit the guard, then follow after the sergeant.

When you enter the next room, the sergeant will be activating a panel to your right. You're also starting to feel the effects of the truth serum you were given. Wait for the sergeant to finish accessing the panel, then shoot him with a dart or with the stunner. Turn around and walk over to the elevator. Open the door, turn around, and close it again. Now you are on your way to the infirmary.

TIP IT'S A TOUGH SHOT TO HIT THE SERGEANT WHEN YOU ARE WOBBLING FROM THE EFFECTS OF THE TRUTH SERUM. YOU CAN INCREASE YOUR ODDS BY WALKING INTO THE ROOM AND TURNING RIGHT, KEEPING YOURSELF BETWEEN THE SERGEANT AND THE ELEVATOR. HE'LL HAVE TO RUN RIGHT THROUGH YOU TO GET OUT, SO YOU SHOULDN'T MISS HIM.

Your mission, should you decide to accept it, is:

- Find the antidote
- Distract attention
- Find way to roof

You'll start in the hallway near the elevator on this level.

This is another quick part of the mission. While in the elevator, put away any weapon that may still be drawn. Stumble forward to the large doors ahead of you and go in. You will see several people in the area. There's a man on a treadmill to your right, a doctor in the distance, and a nurse tending to a man on a hospital bed to your immediate left. Go talk to the nurse.

Feeling sick? Something you ate, no doubt.

The nurse will see that you are ailing and will give you an antidote for the truth serum. The antidote works instantly, so you'll be back to normal as soon as she gives it to you. Now take a second to look around as the nurse wanders off. You'll notice a large red button on the hospital bed and a similar one next to the treadmill. When no one is looking, you need to press either one of these buttons. Hitting the one on the bed will cause it to rise up, pressing the patient against the ceiling. Hitting the one on the treadmill will cause it to speed up, knocking the runner to the floor. In either case, this will create a diversion, getting the attention of both the doctor and the nurse. While they are looking at what just happened, walk to the far end of the room and jump through the window onto the platform. Congratulations, you've made it to the roof.

Impossible

Your mission, should you decide to accept it, is:

- Escape from interrogation
- Pick up equipment
- Get into hallway

This part of the mission is identical to the Possible version in every way.

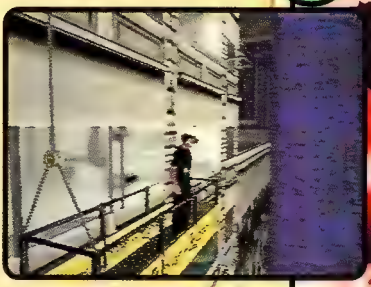
Make plans with Candice via the communicator.

Your mission, should you decide to accept it, is:

- Get out of interrogation sector
- Take free access print
- Find sergeant for exit access
- Reach elevator to infirmary

For the most part, this is the same as the Possible version of this section of the mission, with a couple of significant differences. First and foremost, you have only seven minutes to reach the infirmary elevator, so you will need to work even more quickly than you did on the Possible level.

Spray paint the cameras quickly, using a short burst of paint. Remember, you have to cover six or seven lenses before you are done.



Once you reach the roof, you're ready for the next part of the mission.

The second difference is just as serious. Each time the cameras spot you, two guards will be alert and will come after you. You need to watch your ammunition much more carefully, since each time you are seen, you will spend twice as much ammo. Use the electro stunner when you can, and save the darts for the times you really need them.

Can you handle three guards at once?

Your mission, should you decide to accept it, is:

- Find the antidote
- Distract attention
- Find way to roof

This part of the mission is identical to the Possible version.

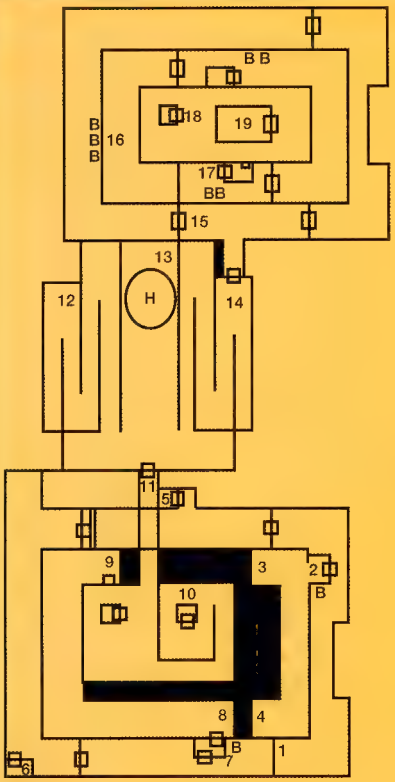
CIA Rooftop

You've made it to the roof of the CIA building, but you aren't out of the woods yet. You need to get across the roof to the area above the computer vault. Candice is waiting for you there. Before you get there, you will need to prevent a CIA helicopter from being able to take off. It will be your ticket out of Langley. There are a lot of pieces to this part of the mission, and timing is very important. You'll have to be careful and quick to succeed.

Possible

Your mission, should you decide to accept it, is:

- Sabotage heliport lights
- Find bag of equipment
- Find zone digitcards
- Fix lights
- Paralyze helicopter with EMS
- Enter security level
- Find security level code
- Meet Candice



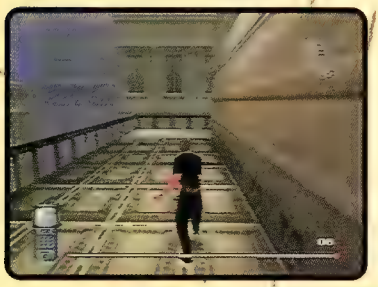
1. You start here.
2. Jump on the boxes and use the guard post to climb to the second level here.
3. Activate this panel to turn off the electric floor.
4. Activate this panel to turn off the lights at the helipad
5. You can find more dart gun ammunition here.
6. You can find more dart gun ammunition here.
7. Use the boxes to climb on this guard post and access the second level of the roof.
8. In Possible difficulty, the bag Candice leaves you is here.
9. Go through the door here to access the third level of the roof.
10. In Impossible difficulty, the bag Candice leaves you is here.
11. The guard will open the door for you if you are wearing the service uniform.
12. Activate the panel here to turn the lights at the helipad back on.
13. Once the helicopter has landed, use the EMS in the panel here to prevent it from taking off again.
14. Shoot the guard here to gain access to the area to the north.
15. Shoot the guard here for the zone digitcards.
16. Use the deflector on the laser barricade here to gain access to the second level of this part of the roof.
17. Set the camera on these boxes to acquire the code to reach the roof.
18. You enter the top level of the roof here.
19. Candice is waiting here for you.

Looks like a lot of objectives, doesn't it? Thankfully, none of them are too difficult to complete. However, this section of the mission is long, so don't let up your guard. You will have as much time as you need to reach Candice. But the longer you take, the more guards will spot you, and the more you'll need to defend yourself.

Arm yourself with the dartgun and head around the corner. There will be a guard here, so shoot him and then walk over to him. He will drop an access card that you will need. Get the card and move forward to the small guard post. If you look up, you will see a small break in the guardrail on the level above. Jump

You'll start on the roof, but you have a long ways to go in this mission.

onto the crate here and use it to climb onto the roof of the guard post. Jump to the top level and walk straight ahead, avoiding the odd-looking floor to your left. Walk all the way to the panel and shut it off to disable the electric floor.



Proceed with caution near the electric floor.

TIP WATCH OUT FOR THE SEARCHLIGHTS AS YOU MAKE YOUR WAY OVER TO THE GUARD POST. IF YOU WALK INTO THE LIGHT, YOU'LL PUT ALL OF THE GUARDS IN THE AREA ON ALERT.

Walk across the electric floor all the way to the other side. There's another panel here. Activate it to shut off the lights around the helipad. This will prevent the helicopter from landing until you get nearby. Return to the guard post and jump back down to the first level.

TIP THE SECOND AND THIRD GUARD POSTS YOU COME TO EACH HAVE 10 DARTS FOR YOUR DARTGUN.

Continue on around the corner and through the next two doors, taking out any guards you come across. Keep going around another corner and through a third door. When you reach the fourth guard post, stop.

Climb onto the guard posts for access to the second level. You'll have to do this a couple of times before you are done.

As with the first guard post, there are some crates stacked here. Avoid the ones next to the fence and climb on the crate that's right next to the guard post. Climb onto the guard post and jump onto the second level through the gap in the guardrail. Straight ahead is a small bag that Candice left behind for you. Go get it now and use it.

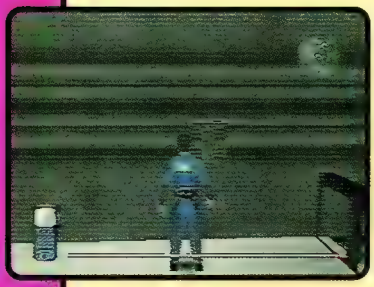
Don't leave without the bag!

Using the bag disguises you as a maintenance person. It also places an electro stunner in your

weapons inventory and gives you some other nice items as well. You now have a video camera, a pair of IR contact lenses, an EMS device to knock out the helicopter, and a deflector for getting around laser barriers. Move out to the left, following the path in front of you. Around a second corner, you can wander onto the catwalk to your left or go through the door on the right. The catwalk doesn't lead anywhere, so go through the door.

The door takes you to the top level of this part of the building. There's a long catwalk here that's worth walking down. You can't get through it on your own, but one of the guards will notice you and ask if you are there to repair the lights. He'll let you in. Go through and turn left.

Take the long ramp to your left down one level. Ahead of you, on the wall to your right, is another panel. Run up to it and access it. This repairs the helicopter landing lights so that the hovering chopper can land. Go back up the ramp and run past the helicopter to the small panel on the wall under the spotlights. Use the EMS device on the panel, which prevents the helicopter from taking off again.



Placing the EMS device behind this panel prevents the helicopter from taking off without you. Since it's your ride once you grab the NOC list, this is a good thing.

Now go down the other long ramp. When he's got his back turned, draw your dartgun and shoot the guard stationed here. He'll drop another security card, which you will need to continue. Walk down the second ramp and go through the door at the bottom.

If you haven't already, put on the IR contact lenses and walk down the short corridor. Turn left as you exit and nail the guy standing here. He will drop a third security card. You need this one as well, since it holds the final access codes you need for this section. Get the card and walk through the door where the guard was standing. Continue down the walkway around the first corner until you reach the large stack of boxes and crates.

What will you find in the short corridor?

With the IR lenses in, you can see the laser barrier surrounding this next level. Climb to the top of the crates. Use the deflector to split the laser barrier, allowing access to the security level. Jump over the guardrail and head to the left. Go through the door here and drop the next guard.

TIP THE BEST WAY TO AVOID THE SEARCHLIGHTS PAST THIS DOOR IS TO JUMP ONTO THE CRATES AND JUMP OFF THE OTHER SIDE. JUST BE CAREFUL OF THAT LASER BARRIER.

Around another corner and through another door, you will find what looks like another guard post and another stack of crates. You don't have the code for this door yet, so you need a way to get it. Jump onto the lower crate and set up the video camera on the top crate. Now leave, heading back the way you came. It will take a little time, so try to stay out of sight. Eventually, a guard will go through the door, using the code.

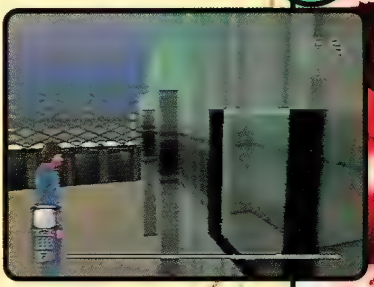
When you are alerted that you have the code, go back and retrieve your camera. Now you can access the panel and open the door. Go through and walk through the interior door.

Leave the camera here for now.

This takes you up to the top level of this part of the building. There's a single guard here, so take him out with a dart. Go through the door on the opposite side of the large structure up here to find Candice and to prepare for the next part of your mission: getting the NOC list.

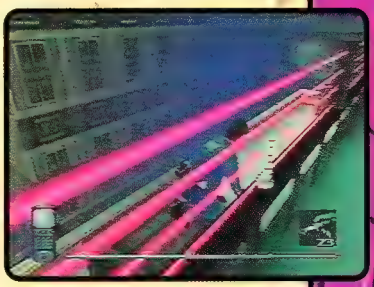
Your mission, should you decide to accept it, is:

- Sabotage heliport lights
- Find bag of equipment
- Find zone digitcards
- Fix lights
- Paralyze helicopter with EMS
- Enter security level
- Find security level code
- Meet Candice



Here is where you'll find the bag in the Impossible level.

There's really only one major difference between this level and the Possible version, the location of the bag that Candice leaves for you. Instead of being placed conveniently on the second level, the bag is in the guard tower at the very top of this side of the building. You will need to fight your way through some additional guards to get to the bag. But overall, the mission is not much more difficult. Just be cautious around corners.



The deflector is a handy way to bypass laser barricades. Don't you wish you had one for the next part of this mission?

Terminal Room

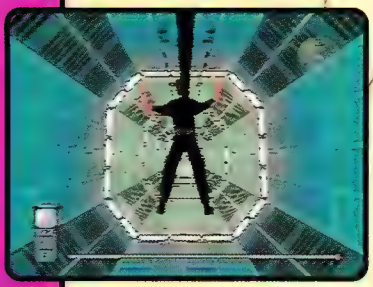
It's time to get the NOC list. This is a grueling part of the mission, requiring steady nerves and lightning-fast reflexes. You will be lowered by a rope and winch through a hole in the ceiling. You will need to navigate your way around laser barriers and alarm triggers to reach the level of the computer. Once there, you need to activate the computer, download the NOC list, and upload a virus onto the CIA mainframe. If you touch an alarm laser, you will

be caught. To make things even more interesting, the operator of the computer will be coming in and out of the room at irregular intervals.

Possible

Your mission, should you decide to accept it, is:

- Switch on computer
- Get NOC List
- Escape



You'll find yourself in an unusual starting position in this level.

Turn yourself head down and start lowering yourself past the lasers. The first few shouldn't be too much trouble. The top pair of lasers moves fairly lazily. Directly underneath them is a fast-moving laser that tracks side-to-side. Keep moving down, past three more sets of lasers that don't cross the middle of the room. You can turn yourself head down and drop right past all of these, with only the fast-moving laser to worry about.

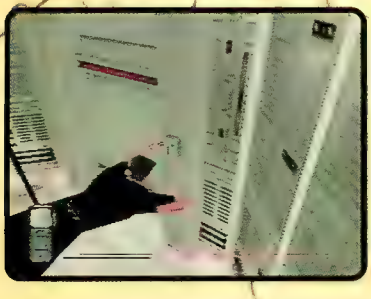
TIP BEFORE MOVING, GET A GOOD FEEL FOR THE CONTROLLER. PLAY WITH THE CAMERA ANGLES AS WELL. LEARN HOW TO TURN YOURSELF AND HOW TO GET YOURSELF TO SWING FROM SIDE TO SIDE.

Just below this is where things get interesting. A pair of stationary lasers is stretched across the middle of the room. One laser is red, which will hurt you if you cross it. The other laser is yellow and is an alarm trigger. If you inch down close to it , you can get it to track across part of the room. Swing down and past these lasers, being very careful not to touch the yellow one. If you do, you'll be caught.

This is a touchy situation! When the operator is in the room, even brushing against a laser will result in your capture. It's best to just hang out and be quiet until he leaves.

Just below these two lasers is another pair that is easily bypassed. Below these is another pair of stationary ones, and again, one is an alarm trigger. Move past these lasers and continue descending slowly. Below them is yet another slow-moving pair and another grouping of yellow and red lasers. Once you are past the third yellow laser, your job is almost finished. There's only one more set below, a group of four lasers that move in and out from the center of the room.

TIP AS LONG AS YOU DON'T TOUCH THE ALARM LASER, YOU'LL BE FINE. YOU CAN TAKE THE DAMAGE FROM HITTING A FEW RED LASERS. THE FASTEST WAY DOWN IS TO GET THE ALARM TRIGGERS TO START MOVING AND LOWER YOURSELF THROUGH THE ONES THAT CROSS THE CENTER OF THE ROOM.



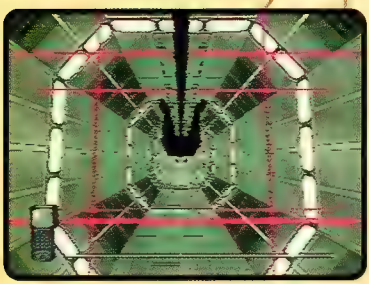
Activate the computer to download the NOC list.

Now to the heart of the matter. Lower yourself down to the proper level above the floor and swing over to the switch next to the door. When you get close to it, grab the switch. You'll slide the pass card Candice gave you through the slot, turning on the computer. Now turn around and swing over to the computer. When you grab the computer, you will automatically download the NOC list and upload the virus. With the virus in place, you can zoom up to the ceiling, since all of the lasers will have been deactivated. Get out quickly and rejoin Candice.

Impossible

Your mission, should you decide to accept it, is:

- Switch on computer
- Get NOC list
- Escape



Dropping down requires a steady hand and fast reactions. Remember, if you touch a yellow laser, you will be caught within five seconds.

This is a much more difficult version of getting the NOC list than the Possible level. While everything is the same for the most part, a fourth alarm trigger is located just below the third one. This trigger does not track back and forth, so you will need to swing your way past it. Some additional red lasers are placed down the shaft as well. Head down is your safest way to descend past almost everything, since you present the smallest target in that direction.

Using the computer is especially difficult in this level.

Rooftop Escape

You've stolen the NOC list, and now must escape from CIA HQ. To do this, you need to get back to the helicopter you disabled earlier. You need to destroy the EMS device you planted on it and grab onto one of the runners of the helicopter as it flies away. This is a shorter part of the mission than your first trip to the rooftop at CIA headquarters, but it's more dangerous. The guards are more active, and all of them are gunning for you.

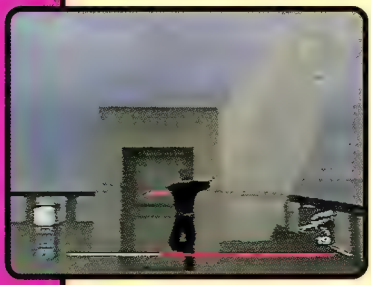
Possible

Your mission, should you decide to accept it, is:

- Join heliport
- Deactivate EMS
- Escape with helicopter

Once again, you'll be starting on the rooftop.

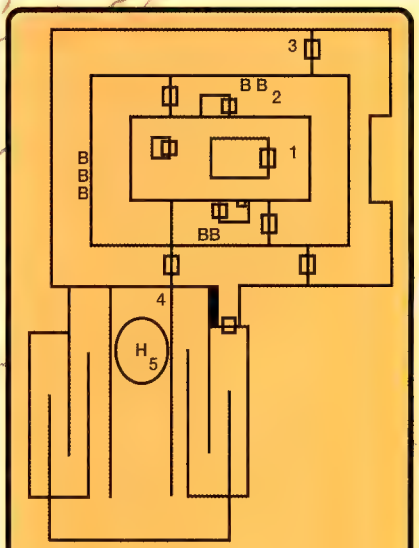
You exit from the building at the same place you ended when you first ran across the CIA rooftops. Arm yourself with the dartgun and put on the IR contact lenses for good measure. Although you uploaded the virus into the CIA computer, the laser fence is still active and you no longer have the deflector. Candice will tell you to watch out for the patrolling helicopter, which you will see rising up just behind you.



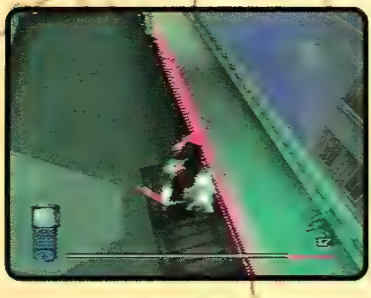
Watch out for the helicopter's searchlights.

Move cautiously over to the door in the small building. A guard is stationed here, and the helicopter is in the vicinity as well. Drill the guard and run through the door. You'll be placed back on the second level.

Go out of the door in the small guard building here and turn around. Run past the large gate and turn the corner to the left. Keep going around another corner and through another guard until you see the searchlights on the left wall. You also will see a crate sitting right against the laser fence. Climb onto the crate and jump over the fence down to the next lower level.



1. You start here.
2. Climb on these boxes to jump over the laser barricade and return to the second level.
3. Use the explosive gum here to create a distraction.
4. Remove the EMS from the panel and throw it to allow the helicopter to take off again.
5. Hitch a ride on the helicopter to end the mission.



While you are on your way out, the laser barricade can still do you in. It wouldn't do to get this close to escaping with the NOC list only to get stopped by a fence.

It will take you a few seconds to recover from this landing. When you do, Candice will contact you and suggest that you create a diversion. The pipes against the wall to your right look like they might do the trick, so run over and use the explosive gum on the pipes. Then turn around and run off. Go around two more corners and through the next door, dropping the guard that waits here for you. Head through the small corridor to the right and open the door at the end.

Create a diversion to distract the guards.

Now stop! Turn to the right and aim, sliding out to the left. There's a guard waiting here for you, and if you don't shoot him quickly, you'll be arrested. Drop him, then run up the ramps and back to the helicopter platform.

If you aren't careful and quick, this guard will capture you. Slide out and shoot him immediately.

Up here, run past the chopper and over to the panel on the back wall. Access it to remove the EMS device, then turn around and use the EMS device again. You'll throw it, smashing it into a thousand pieces. This clears the helicopter to take off, so run forward and wait underneath the chopper. When it starts to fly away, you'll grab a skid and sail off to the next mission, the Mole Hunt in London.

Impossible

Your mission, should you decide to accept it, is:

- Join heliport
- Deactivate EMS
- Escape with helicopter

Once you destroy the EMS device, the helicopter can take off, and you can go right along with it.

There are only a couple of significant differences on the Impossible level of difficulty. First, and most importantly, if you are caught in the helicopter's searchlights, you will be captured immediately. You must avoid being seen by the helicopter at all times.

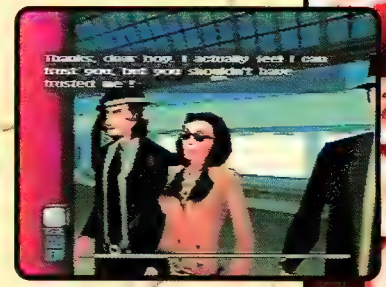
The other major differences in difficulty involve the helicopter platform. The guard who ambushes you at the end of the small corridor on the Possible level now is standing right outside the door. You will have only a second at most to deal with him. When you open the door, aim and fire immediately or you will be arrested. Another guard is by the helicopter, so make sure that you still have ammo left to take him out.

You're off to the next mission!

MOLE HUNT

YOUR MISSION

There are only three parts to this mission, but don't get too confident.



You knew going into this meeting that Max was untrustworthy. Good thing you've got Krieger and Luther standing by with sniper rifles.

Following your escape from CIA headquarters with the NOC list in tow, you have been disavowed. Anyone caught working with you will likely be removed from the agency as well, so you need to pick and choose your compatriots carefully. Determined to clear your name by finding the real mole, you have arranged a meeting with the mysterious Max in London. When you complete this mission, you will have discovered the true identity of the mole and why you were disavowed.

Candice is risking her career and sticking with you. She'll run communications for you through the mission to come. Also on your team are Krieger and Luther StickII. These former CIA agents also have been disavowed—Krieger for borderline psychotic behavior and StickII for allegedly bypassing agency security. While they aren't the most trustworthy people, you work with what you can.

You won't have a lot of toys on this mission. You will use your trusty 9mm pistol for the bulk of the dirty work. There is a lot of fighting in the mission ahead, and you'll have the pistol in your hand more often than not. This mission features the only major portion of the game where Ethan Hunt is not under your direct control. You'll be controlling the gunsights of Krieger and StickII.

Station

The agreement with Max is to provide the NOC list in exchange for the identity of the mole. Naturally, you will then do your best to get the NOC list back. Unfortunately, Max is entirely untrustworthy. As soon as she has the NOC list in her hands, she tells her thugs to take you off and dispose of you quietly. Fortunately, you've foreseen this possibility. Luther and Krieger are in position at the train station with high-powered sniper rifles. Ethan's life is entirely in their hands for the first part of this mission. As Candice looks for Max, Ethan will wander around the train station, trying to get Max's agents to attack him. Krieger and Luther must shoot these agents before Ethan is killed.

The mission is made more difficult because of the presence of innocent bystanders. Any

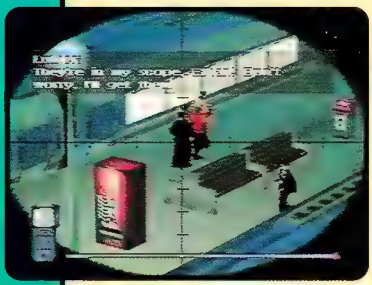
innocent person shot by either Krieger or Luther counts as a mission failure. Many innocent passengers will be running, just like the bad guys. They'll even remove items from their coats, just like the bad guys. You will need to act carefully and only pull the trigger when you are certain of your target.

Possible

Your mission, should you decide to accept it, is:

- Protect Ethan
- Take train

Krieger and Luther are at different locations in the train station. Each is able to cover a good portion of the station floor as Ethan walks back and forth. The mission begins with Ethan being dragged off by Max's goons. Luther has the first watch over Ethan, and these first shots are critical. You must shoot and kill both of these goons quickly, since even a short delay will result in one of them shooting Ethan fatally from short range.



It will take a couple of very quick shots to free Ethan. Try to line up the shot so that both enemies are in the center of your scope. When the first enemy falls, the second shot will hit the second criminal.

When the goons are dead, Candice will tell Ethan that she has lost sight of Max. To help her out, Ethan agrees to walk around the train station to look for Max's agents.

Keep a careful watch on Ethan's position. Each location has good angles on some of the spots Ethan might walk to. Keep Ethan's position trained in your view the entire time of the mission if possible.

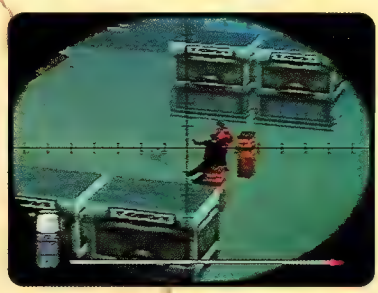
> **TIP** IF YOU LOSE TRACK OF ETHAN IN ONE VIEW, SWITCH TO THE OTHER AND SWITCH BACK AGAIN IMMEDIATELY. EACH TIME YOU CHANGE VIEWS, ETHAN WILL REAPPEAR IN THE CENTER OF YOUR SCOPE.

Eventually, Candice will spot Max heading onto the train. When she does, Ethan is pretty much out of danger. He'll run to the train to chase after Max, and you can set down your sniper rifle—at least for now.

Impossible

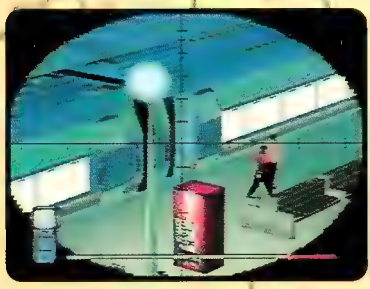
Your mission, should you decide to accept it, is:

- Protect Ethan
- Take train



Krieger's point of view is very different from Luther's. You'll need both views to keep Ethan safe.

The Impossible difficulty level is essentially the same as the Possible version of this mission. There are more enemy agents to deal with, and Ethan will spend a longer time walking around the train station. You must aim and fire quickly so that Ethan doesn't take too much damage from anyone.



Head for the train and ride into the next part of the mission.

TIP IT'S A GOOD IDEA TO TRAIN YOUR SIGHTS LOW. OFTEN, THE SHOOTERS WILL CROUCH TO GET A BETTER SHOT AT ETHAN. EVEN IF THEY DON'T CROUCH, HITTING ONE IN THE LEG WITH A SINGLE SHOT WILL NEUTRALIZE THE SHOOTER.

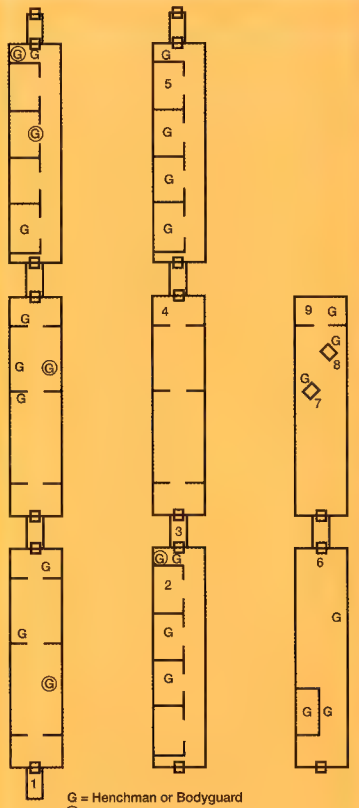
Train Car

You've managed to make it onto the train with Max. Now you need to catch up with her and get back the NOC list. Getting to her won't be easy. Most of the eight train cars are filled with Max's henchmen and bodyguards. When you reach Max, you need to knock her out before she can activate her backup plan. It's a good bet that the mole is onboard the train as well. If you move quickly, you might be able to discover the mole's identity.

Mission

Your mission, should you decide to accept it, is:

- Neutralize Max's henchmen
- Meet Candice
- Find switch to block exits
- Knock out Max's bodyguards
- Stop Max and seize NOC list
- Defuse Max's backup plan



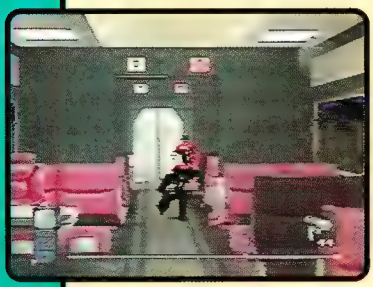
G = Henchman or Bodyguard
Ⓖ = Only appear in Impossible difficulty

1. You start here.
2. Candice is here.
3. The switch to block the exits is here.
4. Knock out the conductor here and steal his identity with the Face Maker.
5. Max is in this private berth.
6. Phelps is here.
7. The liquid nitrogen container is here.
8. The blowtorch is here.
9. The safe is here.

Board the train to begin your mission.

The eight train cars roughly fall into two groups: the first four and the last four. In the first four cars, you take on Max's henchmen and meet up with Candice. In the second group, you confront Max and disarm the bomb she has planted on the train. For now, arm yourself with the pistol and open the door ahead of you.

Two of Max's henchmen are in this first car. The first goon rolls out from the left side around the middle of the car. The second henchman is near the door at the far end of the car on the right side. Shoot them both, taking care not to shoot the passengers who run screaming from the gunfire. Move on through the small gap between the cars and into the second car.



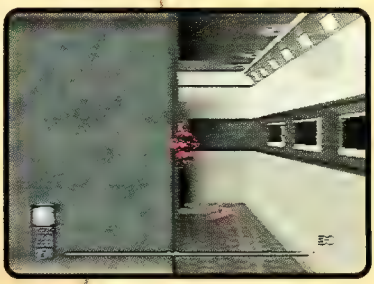
Remember, shoot the guards, not the passengers!

The second car holds three of Max's henchmen. The closest of the three goons will roll from the left to the right about the middle of the car. The second henchmen you spot will try to sneak across the back of the car from left to right. Nail both of these guys, then move forward again. Just past the middle of the car, you'll spot the third henchman. He's taken a hostage and is holding her in front of himself while he snipes at you. You'll need to take him with a head shot and be very careful not to hurt the passenger. When the henchman is dead, move forward to the third car.

A head shot is the only way to take out this henchman without endangering his hostage. If you shoot her, you'll need to start over.

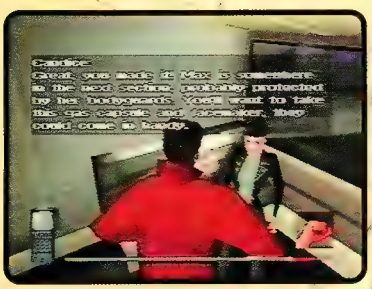
You will notice that this car is radically different from the last two. Instead of open seating and tables, the third and fourth cars have private berths. This third car has only two henchmen. The one you will encounter first is at the far end of the car. He will lean out from the left side and take potshots at your position. After you've killed him, slide out and edge down the wall. The second henchman is in the first private berth. Killing him will net you 15 more bullets.

The three final henchmen are in the fourth car. One is crouching around the door to the third private berth. Another henchman leans out from his cover all the way at the far end of the car. The third henchman is waiting for you in the second private berth.



Take out the henchman in the fourth car.

When the final three henchmen are dead, walk into the fourth private berth in the fourth car. Candice is here. She gives you a bag holding a few useful devices. You now have a Face Maker, which will be important in the next car. You also have gas capsules that you can use to knock out Max when you find her.

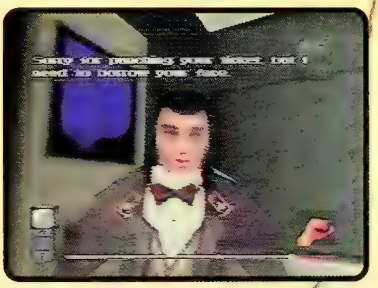

Candice:
Great, you made it. Max is somewhere
in the next section, probably protected
by his bodyguards. You'll want to take
the gas capsule and facemaker, they
could come in handy.

Candice has some important equipment for you. You can't make it past the sixth car without talking to her first.

Now move into the small compartment between the fourth and fifth cars. There's a large button on the left side of this vestibule. Press this button to block the exits, preventing anyone from leaving. Now you can walk calmly through the fifth car and into the fracas ahead. Go to the fifth car. You must talk to the man standing in the doorway, who will step out of your way. While you are walking through this car, Candice contacts you. She tells you that she has discovered Max's backup plan. A bomb is planted in the eighth car, the baggage car. Now you need to not only neutralize Max but also defuse the bomb!

To sneak up on Max, you must talk to the conductor at the back of the fifth train car. When he turns around, you will automatically punch him out. While he's unconscious, use the Face Maker and steal his identity. Put your gun away (conductors don't carry them) and head into the sixth train car.

This car is designed the same way as the third and fourth cars, with private berths. Walk to the first berth and punch out the bodyguard. Pick up the ammo he drops. Go to the second and third berths and do the same thing. You'll need to attack quickly, or the bodyguards will crouch and shoot at you. Once they start shooting,



Ethan becomes the train conductor using the Face Maker.

they are hard to knock out. If you shoot in retaliation, Max will detonate the bomb. After the third berth, walk past the fourth one and to the door. Knock out the fourth bodyguard here, then return to the fourth berth.

Duke it out with Max's bodyguards so that she isn't alerted to your presence.

The woman sitting inside this berth is Max. Standing outside her berth, use the gas capsule. Max will be knocked unconscious. When she falls, you'll retrieve the NOC list and the bomb detonator. Unfortunately, just before she passed out, Max set the bomb timer. You now have only four minutes to get to the bomb and defuse it before the train is destroyed.

Run into the seventh car—you have only minutes left to defuse the bomb. Spot the bartender, the man sitting at the bar, and another man in a chair in this car. Remember their locations. Run to the end of the car and you will see your old boss, Jim Phelps. Phelps is the mole!

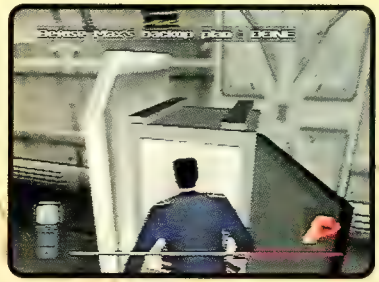
You'll get quite a surprise in the seventh car.

When Phelps runs off, the two men at the bar will start firing at you. You've been set up! Turn and fire. As soon as you start shooting back, the third person in the car with you will stand and draw a gun. Take out all three of these guys before you move on to the eighth and final train car.

TIP SINCE YOU KNOW IT'S AN AMBUSH IN THE LAST CAR, WHY NOT AMBUSH THEM? WALK IN AND KILL ALL THREE GUYS BEFORE YOU TALK TO PHELPS.

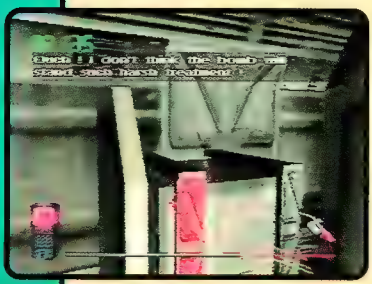
When you enter this car, you'll see Phelps climbing to the roof of the train. Move forward, and concentrate on the crates to the left. Another of Max's bodyguards will pop up from behind this crate. Nail him and move forward again. At the back of the car, on the right side, is a second bodyguard. Just in front of the wall section at the back a third bodyguard pops up from behind a crate, much like the first one. When all of these guards are dead, grab the liquid nitrogen can off the first crate and the blowtorch off the second one. Move to the back of the car and turn left.

The safe holding Max's bomb is here. Candice suggests that you use the tools you found in the car to open the safe. Select the blowtorch and use it on one of the metal fastenings around the crate. Try three or four short bursts to get the metal nice and orange, then switch over to the liquid nitrogen. Spray the same metal clasp until it breaks. Repeat this process with the other fastening, then open the safe.



Defuse the bomber very carefully!

CAUTION HEATING UP THE FASTENINGS TOO MUCH WILL ACCELERATE THE BOMB TIMER AND DETONATE THE BOMB. BE CAREFUL NOT TO OVERHEAT THE FASTENINGS. IF THEY START TO TURN A DEEP RED, STOP USING THE BLOWTORCH.



Use the blowtorch to heat up the metal fastenings around the safe. Don't get them much hotter than shown here, or you'll detonate the bomb!

The bomb is in the middle of the safe. Use the detonator to stop it from exploding. With all of the guards dead and the bomb defused, you now can go to the roof of the train and pursue Phelps while he makes his getaway.

Impossible

Your mission, should you decide to accept it, is:

- Neutralize Max's henchmen
- Meet Candice
- Find switch to block exits
- Knock out Max's bodyguards
- Stop Max and seize NOC list
- Defuse Max's backup plan

You'll need to deal with Max's henchmen before proceeding through the train.

For the most part, this is the same mission, but you must deal with more of Max's henchmen in the first four cars. In the first car, a third goon is near the middle of the front section on the right side. He hides behind one of the seats when he isn't firing at you. The second car holds an extra henchman as well. He's in the second part of the car, on the right side, hiding behind a seat. He'll drop a clip for you when you kill him. The third car has two extra goons. The one at the far back of the car, like the other henchman here, will lean out and take potshots at you. The other goon rolls out from the third private berth. The fourth car also contains four goons, with the additional one at the far end of the car. Henchman in the last four train cars are identical to those in the Possible version of the mission.

Stand in the doorway to use the gas capsule. If you are in the berth with Max, you'll be knocked out as well.

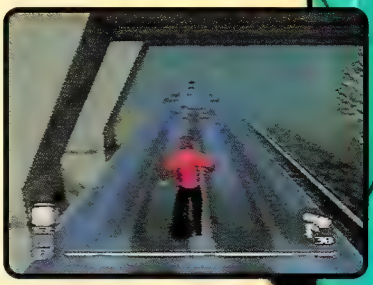
Train Roof

Phelps has made it to the roof of the train. Now you are the only thing standing between him and freedom. If you catch him, you will have uncovered the CIA mole and restored your good name. Fail, and he will get away, further discrediting you with IMF. In fact, if Phelps gets away, you'll go down in history as the traitor. You must pursue him along the roof of the train. At the same time, you must take out Max's henchmen who attack you from the roof, from cars along the side of the road, and from helicopters circling the area. To succeed, you must prevent Phelps' helicopter from leaving.

Possible

Your mission, should you decide to accept it, is:

- Catch Phelps



Watch your step on the train roof.

There are six train cars to deal with this time. Each car is broken up into two main parts, a middle area with a large structure in the center, and the junction between two cars. In each of these areas, some of Max's henchmen will rise up when you get close and take shots at you. Naturally, you've got to take them out. You also will be shot at by henchmen in cars from the left and in helicopters from both the right and left.

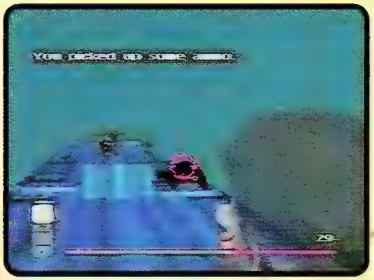
Start by drawing your pistol and following after Phelps. You'll start right next to one of the middle sections of a train car, so you needn't worry about anyone popping up here. Keep going after Phelps and train your view on the right side of the split between the cars (It's a different color from the rest of the car). The first enemy will pop up here. He'll drop a rocket launcher when you kill him.

Keep moving forward. There will be a single henchman at each junction between the cars, on the far right or on the far left. These guards take a few seconds to get in position to fire at you, so they are vulnerable when they first appear. Each of the central sections with the middle structure will have two henchmen—one on the left or right and one hiding behind the structure.

The helicopters are easily destroyed with the rocket launcher. Remember that you'll need a rocket to take out Phelps at the end.

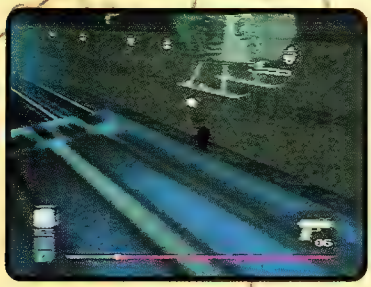
When cars come up from the road on your left, you will need to swing your aim over and take out the gunman. You can also use the rocket launcher, although this is wasteful. Helicopters can be downed with a single accurate rocket launcher blast or about half a dozen shots from the pistol. Once you break through the windshield, it takes only one more shot to destroy the chopper.

TIP WHEN THE CARS DRIVE UP, SHOOT THE DRIVER. ALTHOUGH THE GUNMAN WILL GET OFF A FEW MORE SHOTS, THE DRIVER WILL GO DOWN WITH A SINGLE BULLET, AND THE CAR WILL CRASH.



You'll need to shoot these guys to get close to Phelps.

After shooting the guards behind the fourth central structure (not including the one you passed at the start of the level) two guards will appear, one on each side of the next train car junction. Drop them both and move ahead—you're getting close. The next central structure has a henchman on both the right and the left, but none in the middle. Kill both goons quickly and switch to the rocket launcher. On the far right side, you can see Phelps getting onto the skid of the helicopter. Launch away, destroying the helicopter and Phelps along with it, and restoring your good name with IMF.



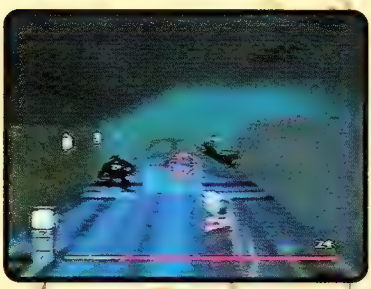
Once Phelps jumps onto the skid of the helicopter, you will have only a few seconds to take him down.

Impossible

Your mission, should you decide to accept it, is:

- **Catch Phelps**

The main difference in this version is that there is simply more of everything. Where there was one henchman on the Possible level, there will now be two, one on each side. Where there were two goons at the central structures, there will now be three, one on each side and one in the middle. You also must deal with additional cars and helicopters. You will need to aim more accurately and fire more quickly. Also rely on the rocket launcher to take out the helicopters and the cars, since that is the quickest way to get rid of them. Just be sure to save one rocket for Phelps.



The guards will pop up from both sides of the train all along this mission. While you need to watch your ammo, you also need to get rid of these guys quickly.

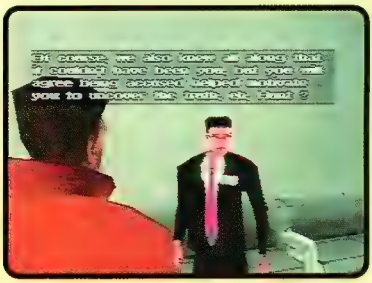
Don't forget to deal with the cars pulling up next to the train.

ICE STORM

YOUR MISSION

There are four tough missions ahead!

With Phelps taken care of, Ethan and Candice discover that the whole operation was a set-up! Ethan was never really under any suspicion of being the mole in the Agency.



With Max out of the way and Phelps nothing more than a smear on the train tracks, you have cleared the good name of Ethan Hunt. As it turns out, Ethan always had a good name—the entire CIA Escape and Mole Hunt missions were nothing more than set-ups by the CIA to root out the mole. And it worked. With the mole gone, IMF can return to protecting the freedoms of America rather than protecting itself from traitors in its own ranks. And since Jim Phelps was the mole, Ethan was promoted to the leader of the IMF. The next mission is his first as team leader.

The military base you attacked in your first mission, Ice Hit, is back in operation. This time, the sale of five nuclear detonators is planned. Obviously, this is not a good thing for the world at large, so the shipment needs to be destroyed. You must destroy the base and catch those responsible for this shady deal. That is the task that lies before you.

While this mission will involve a good deal of stealth, it's almost entirely a military operation. You'll almost always have a pistol or Uzi. The Face Maker will come into play, but most of the time, you will need to sneak around very hostile enemies without the benefit of a disguise. Many of the enemies are armed with Uzis, which can whittle your health down to nothing in a very short time, so you must be constantly on your guard. Good luck—the safety of the free world is counting on your success.

Your old pal from the first mission is back in business, and thanks to your last raid there, he's beefed up security.

Subpen

It's back to the subpen at Lundkwist Base for the first part of this mission. Here, you will need to find a way to re-enter the mainland part of the base away from the subpen. This means finding a way through the tunnel

that connects the two halves of the base. You will also need to destroy the pump house at the subpen. Unfortunately, the air drop that was to supply your equipment for this mission went off target and scattered the items throughout the map. So, you will need to find all of the implements you need to make it through to the tunnel. You also will need to re-establish communications with your team, which have been cut by the high security of the military base.

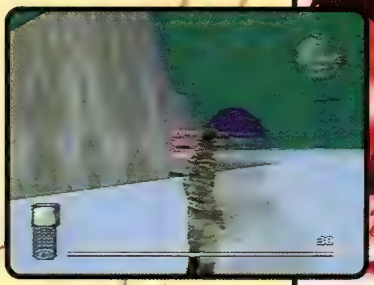
Possible

Your mission, should you decide to accept it, is:

- Get the AF scrambler
- Get the mine
- Bring Clutter the AF scrambler and mine
- Get the gas injector
- Get the RC detonator
- Get the explosives
- Find the wire cutters
- Bring Dowey the wire cutters
- Sabotage the pump house
- Regroup on the communications building
- Find the night-view glasses

You start at the pier where you destroyed the gunboat at the end of your first mission. The equipment you need has been scattered around the base and must be found. Primarily, you need to locate the AF scrambler and the mine, and bring them back to Clutter. Arm yourself with the 7.65 silenced pistol and head up the stairs.

There's a guard here, so drop him quickly and move forward. You will need to sneak around a guard post or two, but move straight ahead until you see a large silver-gray building to your left. This is the pump house. Remember its location and run up behind it. You will find the gas injector on the ground. Dust the guards who object to your presence and run back the way you came.



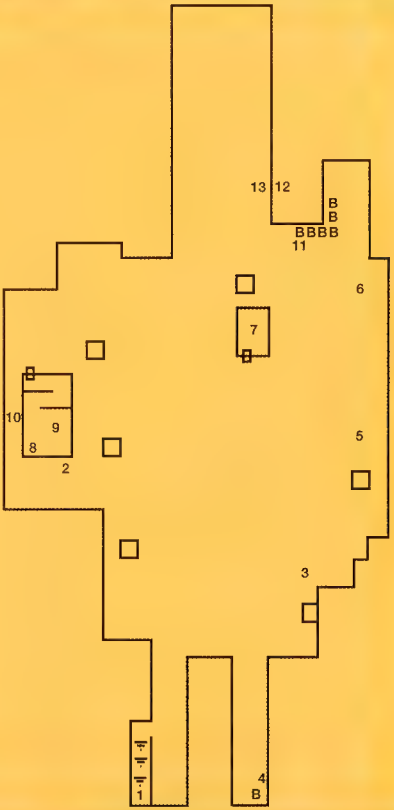
Eliminate the guard quickly so you don't arouse suspicion.

Now you are going to head past the dry dock area where the sub was in the first mission. Run down the second pier all the way to the end and jump on the boxes. The AF scrambler is at the top. Grab it and jump down. Run straight ahead toward the base, around another guard tower. The mine is just in front of the boxes. Get this and return to the pier where Clutter and Dowey are waiting. Give the scrambler and the mine to Clutter. He and Dowey will race off in the boat. You should return to the top of the stairs.

If you don't deliver the AF Scrambler and mine to Clutter quickly, he and Dowey will be captured.

CAUTION YOU HAVE ONLY A COUPLE OF MINUTES TO RETURN THE AF SCRAMBLER AND MINE TO CLUTTER. OTHERWISE THEY WILL BE CAPTURED.

1. You start here
2. The gas injector is here.
3. The mine is here.
4. The AF scanner is here.
5. The explosives are here.
6. The detonator is here.
7. The night glasses are inside this guard building. Use the gas injector to knock out the guards. If one of the guards picks of the detonator, it will be moved into this building, next to the night glasses.
8. The wirecutters are here.
9. Set the explosives here.
10. Give the wirecutters to Dowey here.
11. Climb the boxes here to gain access to the roof of the communications building.
12. Shoot the two uzi-carrying guards here.
13. Jump on the roof of a passing truck here to reach the tunnel.



Return to the spot where you found the mine and continue around the boxes to the right. Follow the wall along the side of the base. Past the next guard tower, between the crates and the wall, you will find the explosives. While running over here, you will be informed that team communications have been re-established.

TIP SNEAK BETWEEN THIS GUARD TOWER AND THE WALL. THE SEARCHLIGHT DOESN'T COVER THAT AREA OF THE BASE, AND YOU CAN GET BY WITHOUT RAISING THE ALARM.

With the explosives in hand, you need to find the detonator. It's north of the explosives, but chances are that a guard has already located the detonator and is carrying it to a guardhouse. That's fine. Track him on your scrambler. You'll probably spot him running across your field of view. Follow him, and he will stop in front of a small guard building. Shoot him when you get the chance. Unfortunately, he's probably put the detonator in the guardhouse where three armed enemies are packing Uzis inside. The way to get in and retrieve the detonator is to use the gas injector, which will knock out all of the guards. Run in and grab the detonator and get the night glasses while you are there—you'll need them later.

The gas injector works quickly, knocking out everyone in the enclosed area. Fortunately, you can use it while you are outside the building.

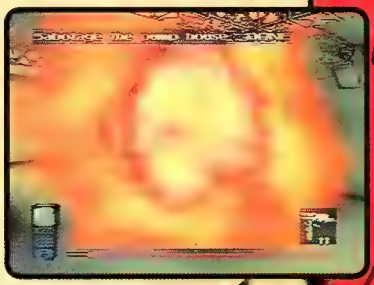
If you do find the detonator on the ground, go get the night glasses anyway. You will need to get them eventually.

TIP HANG OUT INSIDE THIS BUILDING FOR A LITTLE WHILE. THE GUARDS OFTEN WILL LOSE INTEREST IN YOU AND LEAVE, ALLOWING YOU TO ESCAPE WITHOUT A FIGHT. ON THE WAY OUT, TAKE OUT THE TOUGH GUARD ON THE LEFT (AS YOU ARE LEAVING) OF THE DOOR. HE'LL DROP AN UZI FOR YOU.

Now it's time to take care of the pump house. You went behind it to get the gas injector earlier. It's also the same building you entered in the subpen on the Ice Hit mission to get the magnetic mines. Go there now and head inside. On your way, you'll be contacted by the team. Dowey has lost his wire cutters and needs you to find him a replacement. Fortunately, you can accomplish both goals at this point.

You can plant the bomb almost anywhere in the large room of the pump house. Just don't forget to detonate it when you leave.

The back half of the pump house has been filled with machinery. Run through the corridors until the end and then walk carefully through the area. There's an Uzi-equipped guard at the back, and you'll have to dust him. Run all the way to the back corner and get the wire cutters off the desk. On your way out, plant the explosives. Then leave. Outside the door, turn left and run to the wall. Turn left again and go over to Dowey. Give him the wire cutters, and he'll slip over the wall. While you are here, use the detonator to take care of the pump house.



Blowing up the pump house will create a big blast, so don't hang around.

Now run back toward the guardhouse where you found the night glasses. On the way, you'll

be told that there is trouble at the communications building. That is where you were going to meet up with the team anyway. The location will appear on your scrambler as a white blip. It's north of the guardhouse. Some boxes are conveniently stacked along the sides to allow access to the roof. Jump up there and crouch behind the crates with Clutter and Dowey.

The enemies on top of the communications building are tough to deal with, but you can't get to the tunnel until you drop them.

They are being pinned by a pair of guards wielding Uzis. Pop up and nail them with whatever weapon you have handy. Don't worry about taking hits at this point unless your health is already low. You'll have to take them in the head, which has the added benefit of dropping the enemies quickly.

When the guards are dead, Clutter and Dowey will run forward and jump onto the top of the next passing truck. While you'd like to follow them, you can't. Candice will contact you and tell you that Dowey has made a rare mistake—he's cut the wrong wire, and the lights in the tunnel are blacked out. You must have the night glasses to continue. However, you've already taken these from the guardhouse. Wait for the next truck to pass by the communications building and jump on. You'll be driven directly to the next part of your mission, the tunnel.

Impossible

Your mission, should you decide to accept it, is:

- Get the AF scrambler
- Get the mine
- Bring Clutter the AF scrambler. and mine
- Get the gas injector
- Get the RC detonator
- Get the explosives
- Find the wire cutters
- Bring Dowey the wire cutters
- Sabotage the pump house
- Regroup on communications building
- Find the night-view glasses

This is essentially the same mission as the Possible version, but there are more and tougher enemies to contend with. Head shots are the way to go, so take aim carefully, and make sure you get hold of the Uzi. You will need the ammunition.

Don't forget to give the wire cutters to Dowey.

Tunnel

The tunnel that connects the two halves of the Lundkwist Base needs to be destroyed. To do this, you will have to plant explosives on the eight anchor bolts that hold up the tunnel. You'll need to hitch a number of rides on the tops of the passing trucks. This is a fun and fairly easy part of the mission, but a single mis-step can be fatal, so watch what you are doing.

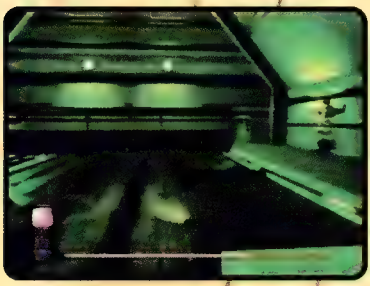
Possible

Your mission, should you decide to accept it, is:

- Find explosives
- Sabotage anchor bolts

You'll start this mission on the back of the truck, wearing the night-view glasses and carrying a 7.65 silenced pistol with only 10 shots. As the truck moves along, it will pass under a variety of objects, including support beams, cables, fans, and signs. You will need to jump over the support beams and cables, and duck under the fans and signs. Missing a jump or not ducking isn't fatal, but it is painful.

Eventually, the truck will drive next to a large structure. Jump off the truck roof onto the platform to the right. There is a package of explosives in the back corner. Grab them and run forward toward the door. To the right of the door is the anchor bolt for a major support beam. Plant a charge on the bolt, then run to the other end of the platform. Plant a charge on this bolt as well. On the other side of the door, a guard is waiting, so either shoot him or use your fists to knock him out. Then jump onto the roof of the next passing truck.



You have to jump from the truck roofs to the platforms. If you mis-time the jump, you'll end up as road kill.

You need to repeat this procedure three more times until you have placed all of the explosive charges. When you have placed the last charge and jumped onto another truck, the charges will be detonated automatically.

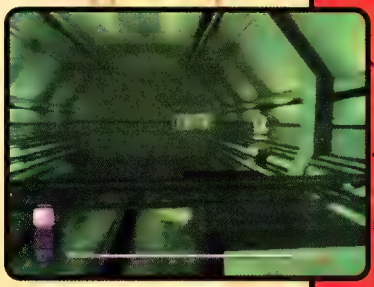
Place all of the explosives before taking off.

Impossible

Your mission, should you decide to accept it, is:

- Find explosives
- Sabotage anchor bolts

The Impossible version of the tunnel is virtually the same as the Possible version. The only difference is that there are more enemies and they are harder to kill. Use those few bullets you have very carefully.



Jumping over and ducking under obstacles can save your health for when it's really needed.

Mainland

With the tunnel destroyed, it's time to finish taking out the bulk of the base. While destroying the power plant is a major objective in this part of the mission, your real goal is to sabotage the arms deal. To do this, you will need to infiltrate the

base carefully, acquire the identity of a key player in the deal, and make it to the actual exchange of the detonators and money. There's a lot to do here, and you're in danger almost the entire time.

Possible

Your mission, should you decide to accept it, is:

- Find explosives and plastic
- Sabotage power plant
- Cut off camera power
- Take on accountant's ID
- Get briefcase from bunker
- Sabotage briefcase
- Bring briefcase to deal
- Blow away helicopter
- Escape on gunboat with Clutter

Here's the real heart of the mission. You should recognize a lot of the terrain—it's the same area where you performed your first mission. You start just outside the tunnel, where you hitched a ride long ago during Ice Hit.

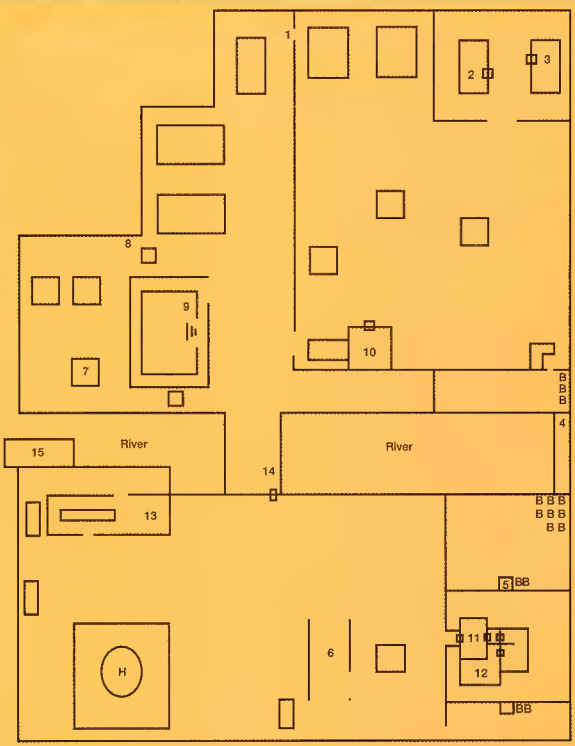
You'll notice a hole cut in the fence in front of you. Go through it and move past the two buildings here to the wall. Slide along the wall and run to the outside wall of the base. From here, turn right and run behind the crates stacked against the fence. There's another opening in the fence here. Duck through and jump on the boxes against the large wall. You will need to jump all the way to the top and to the small area over the tunnel here. Run over to the other side and jump down. During your run, you'll get several messages. The most important ones are that Dowey is in position in his sniper post and that Clutter has the explosives you need.

Here, on the far side of the river, you will spot a few more crates stacked against the side of a building. Jump up on them and climb to the roof. Drill the two guards here and jump back to the ground on the other side of the building. Run through the hole in the fence and proceed to the large stacks of boxes directly ahead of you. Clutter is there waiting for you. He'll hand you the explosives and the plastic explosives. It's now time to take out the power to the base.

Clutter will handle the demolition of the helicopter in this mission. Until the very end of this section, you can find him hidden here, right near the helipad.

Go back to the other side of the river again. Run all the way back to your starting position and across the road. Follow the wall to the left and around the first corner, then stop. Switch to the sniper rifle. You'll now have Dowey's point of view. Look around the power plant area. There are two guards, one near each of the two guard posts. Drill them both with the sniper rifle, then switch back to controlling Ethan by selecting the 7.65 silenced pistol again. Move Ethan forward and around the next corner to the power box. Open it up.

The plastic explosives go here, on either side. Back Ethan away from the box and shoot it with the pistol or switch over to Dowey again and have him cut the power with the sniper rifle. With the power cut, you've eliminated all of the video equipment in the base. Now you can get ready to make the run at completing the mission. First, however, enter the area enclosed by the chain-link fence here and plant the explosives on the platform. Now leave and head to the small building ahead of you—it's the same one where you made your first kill and stole your first identity in Ice Hit.



1. You start here.
2. In Impossible difficulty, the electronic map is here.
3. In Impossible difficulty, the accountant's ID card is here.
4. Go here to cross the river.
5. Use the boxes to climb onto the bunker roof here.
6. Clutter waits for you here through the whole mission.
7. Dowey's sniper post is here.
8. Use the plastic explosive on the box here to disconnect the power to the cameras and lights.
9. Set the explosives here to sabotage the power plant.
10. The accountant is here. You must take his identity with the Face Maker and get the card from the desk.
11. Use the access card to gain admittance to the bunker. In Impossible difficulty, you must have the ID card to have the guard open the interior door for you.
12. The briefcase is here.
13. Take the briefcase to Clutter at location 6, then bring it here to conclude the deal.
14. In Impossible difficulty, you must destroy the seller's car as it crosses the bridge.
15. Once the guards have been killed, jump onto the gunboat here.

The plastic explosives can go on either side of the fuse box in Possible difficulty. In Impossible difficulty, you will need the electronic map.

NOTE WHEN YOU CUT THE CAMERA POWER, YOU'LL HAVE 20 MINUTES TO FINISH YOUR OBJECTIVES BEFORE YOU ARE CAUGHT.

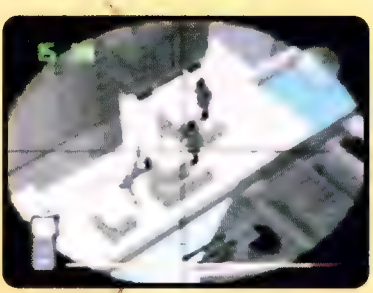
Run into this building and knock out the accountant, either with your pistol or your fists. Steal his identity with the Face Maker and grab the card off the side of the desk. Put your gun away and leave the accountant's office. Turn left and run through the gate. Turn left again and run across the bridge to the gate at the far end. Use the access card to open the gate and go in.

Knock out the accountant; he won't put up much of a fight.

Remember the roof you ran across at the start of the mission? You're now going to enter that building disguised as the accountant. Go to the door and use the access card again to gain admittance. The guard here will open the next door for you. Move forward, open the third door, and enter the next room. Go around the corner to your right and use your access card one more time to open the octagonal door here. Go in and grab the briefcase. Then leave the building—you won't need to use the access card on the way out.

Getting the briefcase is the focus of this part of the mission. Without the briefcase, you can't destroy the helicopter. Without destroying the helicopter, you can't escape.

With the briefcase in hand, you have to return to Clutter, who is in the same spot behind the stack of boxes ahead and to the left of the bunker you've just left. As you run over to him, you'll be shown a short movie of the helicopter coming in for a landing. Get to Clutter and he will sabotage the briefcase for you. Now run past the helipad and into the red building in the right corner of the area.



Use Dowey with the sniper rifle to clear out the docks next to the gunboat. Ethan can do it himself, but it is very difficult.

When everyone involved in the arms deal is here, you'll transfer the briefcase over to the buyer. Everyone is satisfied that things have gone smoothly, and they will leave. You, however, will stay put and will rip off your Face Maker mask. There's a second exit to the

building you are in—this other exit leads to a small dock by the river. Walk over to it, but don't leave yet. Instead, switch back to Dowey and the sniper rifle.

There are four guards outside this building. Have Dowey pick them off one by one. You'll get another short movie, this time of the helicopter taking off and exploding. When the guards are dead, switch back to controlling Ethan and run over to the gunboat and jump in. Clutter will join you about 30 seconds later, and the two of you will head into the final part of the mission. Dowey is staying behind to cover your escape.

Look up to see the helicopter explode.

Impossible

Your mission, should you decide to accept it, is:

- Find explosives and plastic
- Find electronic map
- Sabotage power plant
- Cut off camera power
- Take on accountant's ID
- Get briefcase from bunker
- Sabotage briefcase
- Bring briefcase to deal
- Blow away helicopter
- Eliminate seller
- Escape on gunboat with Clutter

You have a few extra objectives this time, but they won't take you too far out of your way. You will start in the same place but will need to make a short pit stop before you head over the river.

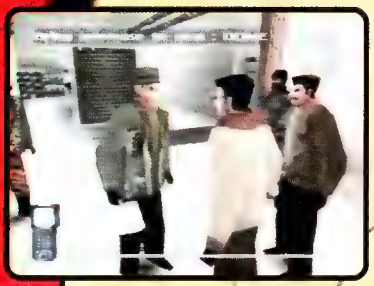
Go through the hole in the fence and run straight ahead to the wall. Turn right and go around the corner to the left. You'll see an opening in the wall here with a pair of buildings behind it. Go in, draw your weapon, and enter both buildings. In the one closer to the outside wall of the base, you will find an ID card belonging to the accountant. Pick it up—you'll need it later. In the other barracks, you will get the electronic map. It is needed to cut the power later.

You get over the river by running on top of this stone structure surrounding the tunnel.

Proceed over the river and meet with Clutter, as in the Possible mission. This time, when you return to cut off the power to the cameras and lights, you'll need to look at the electronic map you have found. It will tell you which of the two sides (red or green) controls the cameras and lights. It's random in every game, so without the map, you'll have only a 50 percent chance of getting it correct.

With the power out, you need to take care of the accountant as before, and you will still need his access card. Over in the bunker, though, you won't be allowed inside until you show the guard the ID card you found earlier in the barracks.

The final difference comes in eliminating the seller. Once the deal has gone down, wait inside the building for a minute. After a little while, you'll see the short film of the helicopter



At the arms deal.

exploding. When this happens, switch immediately to the sniper rifle, and train the view to the left, centering on the bridge. The helicopter explosion causes the buyer to panic and drive off in his jeep. A single shot from the sniper rifle will take care of him, though. Take out the guys guarding the gunboat and get Ethan to safety!

Gunboat

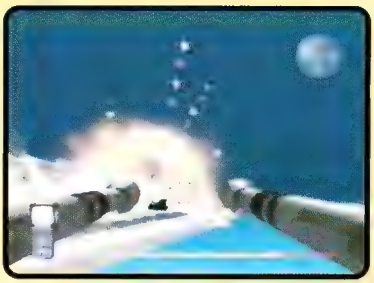
Your final escape from Lundkwist is not as simple as just driving the boat away. To avoid returning here in the future, you've been assigned the task of reducing the base to rubble. You need to run a gauntlet of enemy fire from both banks as well as from the river in front of you to make it out. You will man the front-mounted gun of the boat while Clutter drives. To complete the mission, you must destroy the gas factory on your way out. It's the last structure you will encounter, if you make it that far.

Possible

Your mission, should you decide to accept it, is:

- Escape enemy base
- Destroy gas factory

The boat automatically drives straight ahead with Clutter at the controls. You have control over only the gun in front of you. Fortunately, you don't need to worry about ammunition. You need only to aim and pull the trigger. Unfortunately, very few enemies will go down with a single hit, and you will be pelted almost constantly from all directions as you travel.

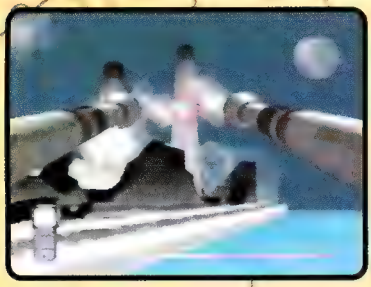


Keep moving the gun barrels from bank to bank. Your enemies will appear all over the place, so you can't concentrate on the left or right.

You will encounter a number of different structures that must be destroyed. On both banks, you will spot pillboxes and machine gun nests that will spit out constant streams of damage. Large buildings containing pillboxes or multiple gunners also will pop up now and then. You must deal with large guard structures that look like huge water towers and a few rocket launcher batteries as well. The large, green, rectangular buildings and the jeeps you spot won't shoot back at you but can be destroyed just for effect.

There are mines in the water and enemy gunboats blocking your path that are constantly whittling away at your health—you'll need to deal with these. Most of these enemies (except for the mines) take multiple hits to destroy, so keep pulling that trigger until you see the explosion.

At the end of the river are two massive structures, one on each bank. These massive walls are the gas plant you must destroy. Each side has three pillboxes that must be taken down. Beyond them, there are two huge, brick chimneys on each side. Destroy them all to completely finish off the gas plant.



The large smokestacks need to be taken down before you leave. There are two on each side, and they take only a couple of hits to destroy.

TIP DON'T SHOOT THESE FINAL PILLBOXES. SHOOT THE WALLS INSTEAD. WHEN A WALL IS DESTROYED, IT TAKES ALL OF THE PILLBOXES WITH IT.

With the gas plant gone, it's smooth sailing for the rest of the mission, since there are no more enemies to deal with. Ethan and Clutter will meet up with Candice on the deck of the submarine from where she ran the mission. And the free world is safe once again.

Impossible

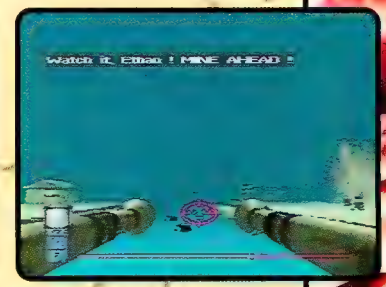
Your mission, should you decide to accept it, is:

- Escape enemy base
- Destroy gas factory
- Blow up radar station
- Destroy all defensive structures

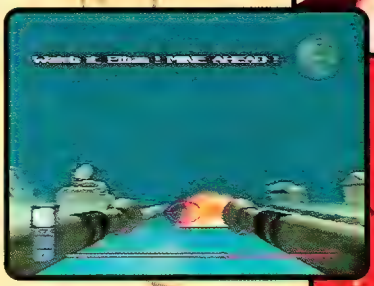
There are some major differences in this difficulty level in the gunboat area. It's essentially the same mission, but with a few more objectives. First, you must destroy all defensive structures that you encounter—primarily the pillboxes and towers. In short, anything that shoots at you needs to be taken down quickly.

The other major addition is that the radar installation also needs to be wiped out. It's located on the left bank of the river and is hard to miss. The structure has a rotating satellite dish at its top. It will take only a couple of hits to get rid of it. Just make sure you take it out before you pass by it.

Otherwise, your objectives are the same—destroy the plant at the end of the run and get out in one piece.



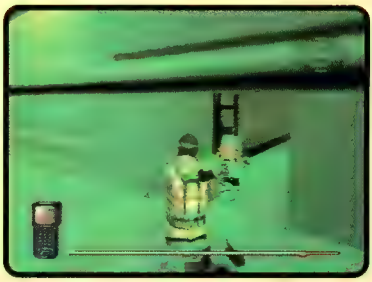
Watch out for the mines in the water.



You must take out the building before passing by.

TRUE SECRETS OF THE IMF

Not everyone has the skills to become an elite spy. To join the IMF, agents must prove their worth over and over again, accomplishing difficult missions with flying colors. While every mission is different and provides its own unique challenges, some things never change, regardless of the enemy or the theater of operation. The preceding pages offered details about the five missions in *Mission: Impossible*. The following pages contain more general advice that you can use from mission to mission, on both Possible and Impossible difficulty levels.



Why use your limited ammunition in a situation like this? Duke it out with close-range enemies. It's fast, effective, and costs you nothing.

CONSERVE YOUR AMMUNITION

No matter where you are, ammunition is a limited commodity. In fact, the only mission section where you can won't run out of bullets is the station area of the Mole Hunt mission. In every other situation, you have only a limited number of shots. And not all of the enemies you find will drop a clip for the weapon you are carrying. In short, if you aren't careful with your shots, you can find yourself facing uzis with nothing but your own two fists to defend yourself.

Use Your Fists

You can conserve ammunition in a number of ways. One of the simplest is to use your fists when you can. When able to attack from extremely close range, your fists are your best bet. The problem with your fists is that you need to be quick, and if your enemy crouches, he will be very difficult to hit.

Shoot for the Head

Aim your shots carefully to conserve ammunition. Many enemies can take multiple shots to their arms and legs, or even a couple to the chest, but a head shot is a kill shot. Even the Uzi-toting commandos who guard much of the military base in the Ice Hit and Ice Storm missions will drop with a single bullet placed directly between their eyes. There's simply no better way to avoid wasting bullets than by hitting the bad guys in the skull rather than the chest or legs.

Of course, the head is a pretty small target, and you won't always have the luxury of aiming, especially in a firefight. So, when you don't have the chance to aim, don't worry too much about it. In most cases, you'll have enough ammunition to make it through the level in question if you are careful with your shots. Enemies who are jockeying for position, or who are completely unaware of your presence are the perfect candidates for a quick head shot. If you take the time to aim the shots you can, you'll be able to fire off a quick burst to take out a couple of guards at once when needed.

Zoom In

When aiming, you can use the up arrow button on your controller to get a closer view of whatever it is you are shooting at. This helps a lot when you are firing over a long distance or want to aim more carefully. The zoom feature does take a little time, and using it will alter where your sight is pointing, so be warned. Zooming in with the 7.65 silenced- or 9mm pistol will raise your sight a couple of virtual feet. Zooming with the dart gun, blow pipe, or electro stunner has almost no effect.

Aim Low

When you don't have the time to aim carefully at an enemy's head, aim low. Many of your enemies will switch between a standing and crouched position. By aiming for their stomach, you'll hit them when they are standing up, and crouching will just bring their head into the center of your sights. Also, your enemies are vulnerable when they are moving, including standing up or crouching, so these are the perfect times to fire off short bursts of two or three bullets to take them out.

Aim low and you may hit the enemy in his stomach.

PROTECT YOUR HEALTH

It may seem pretty obvious, but if your health drops to zero, it's time to try the mission again. The only time in *Mission: Impossible* where you can restore any lost health is in the warehouse on the Recover NOC List mission, and even here, your opportunities are limited. Your health at the start of a mission is all you have to work with, and you cannot make it through the game without taking some damage.

The best way to protect your health from dropping too low too fast is to use the cover provided by the terrain. This means hiding behind crates and boxes, ducking when enemies rear up, and dodging out of the way whenever possible.

In fact, strafing is one of the best ways to preserve your health and dish out some pain at the same time. All of the enemies you face— from base guards to Max's henchmen—are unable to move and shoot at the same time. When they take aim at you, they retain that position until they pull back or move to get a better angle on you. Use this to your advantage. While aiming, use the left and right arrow buttons on the controller to slide from side to side. Learn to do this and keep the targeting sight centered on your enemies. Their shots will miss, having been aimed for where you were. Your shots will hit.

TIP USING COVER ALSO CAN HELP YOU CONSERVE AMMUNITION. MANY ENEMIES ARE PROGRAMMED TO ALWAYS ATTACK FROM THE SAME SPOT—THE TRAIN CARS EPISODE IS AN EXCELLENT EXAMPLE. IN THESE SITUATIONS, LOOK AT WHERE THE ENEMY'S HEAD LINES UP AGAINST THE WALL OR OBJECT BEHIND HIM, THEN GET UNDER COVER. WHEN HE PULLS BACK, AIM YOUR TARGETING SIGHT ON THAT SPOT ON THE BACK WALL. WHEN THE ENEMY REAPPEARS, YOU'LL HAVE A PERFECT KILL SHOT LINED UP.

PATIENCE

While the missions you undertake are important, there's no need to rush. Even when you are on a time deadline, such as when you are wearing the Golytsine mask, escaping from CIA

interrogation, defusing Max's bomb, or leaving the Lundkwist Base mainland in your final mission, you shouldn't hurry too much. Rushing around creates more problems than it solves, and in almost every case, you have plenty of time to complete your objectives in style. You can defuse Max's bomb in less than half the time you have available. The 20 minutes you have to complete your objectives on the mainland in Ice Storm is enough for you to get everything done.

In fact, the only really serious time deadline occurs when you must get Candice through the sewage control center to the super-computer. In every other case where the clock is ticking, you will need significantly less time to complete your objectives than you are given. So don't take wild shots and foolish risks just because there is a timer in the upper left-hand side of the screen. Slow it down. Take it easy.

Serious deadline? Not really. With only four minutes gone, Ethan is only about a minute away from the elevator to the CIA infirmary.

EXTRA BONUSES

The Benefit of Survival

Keeping yourself alive is important, obviously, because if you let your health drop too low, you won't be able to finish your missions. But, if you are extremely careful, very good, and just a little bit lucky, you will find a special bonus.

If you manage to finish the second (Recover NOC List), third (CIA Escape), or fourth (Mole Hunt) mission without dying or restarting, you'll get an extra benefit. You will be given a secret passcode that you can enter while on the mission selection screen to receive a bonus weapon for your next mission. Completing the Recover NOC List mission without dying or restarting earns you an extra 9mm pistol. The CIA Escape mission grants you an extra silenced 7.65 pistol. And finishing the Mole Hunt mission without dying or restarting gets the big prize—an Uzi.

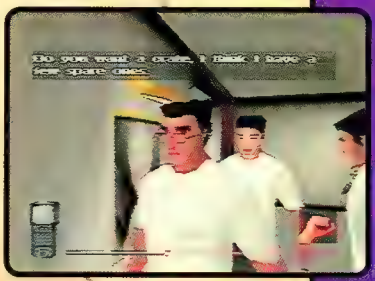
These codes can be entered before any mission, Possible or Impossible difficulty level. So, if you are having trouble finishing the CIA Escape mission on Impossible difficulty, your ability to get an Uzi by completing the Mole Hunt on Possible may be just enough to get you through.

Your Final Bonus

When you have completed the game, keep your Nintendo64 running through the credits. When the credits have gone by and the Infogrames logo comes up, wait just a little bit longer. You will then be returned to the embassy from the Recover NOC List mission. Your health bar will be low, but that's not a problem. You see, this isn't a mission, but an extra reward.

Scattered around the embassy in groups of two or three is much of the design and production team from *Mission: Impossible*. Go talk to them, and they'll tell you a little bit about what they do.

If you talk to everyone, Candice and Ethan will come from the security area down to the main floor, near the pianist. And with their embrace, the party begins!



Talk with the development team!

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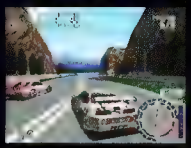

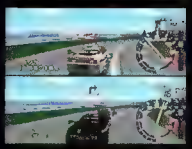

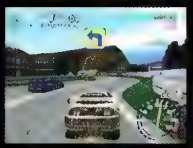

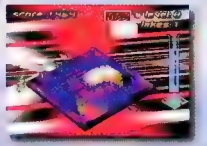

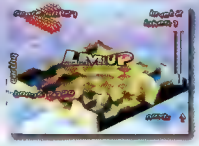

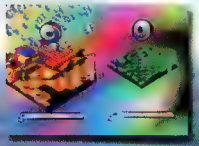

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